420-6758-01UK REV 0

INSTALLATION & SERVICE MANUAL

SEGA®

CRAZY TAXI™ HIGH ROLLER



STOP
IMPORTANT

Before using this product, read this SERVICE MANUAL carefully to understand the contents stated herein. After reading this manual, be sure to keep it available nearby the product or somewhere convenient in order to be able to refer to it whenever necessary.

Manufactured in the UK by:

SEGA®



MANUFACTURING DIVISION (UK)

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1. BEFORE USING THIS PRODUCT

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the use of QUALIFIED SERVICE PERSONNEL ONLY. After carefully reading and sufficiently understanding the instructions should any activity be carried out on the product. Only qualified service personnel should carry out maintenance on the product.

Terms such as WARNING!, CAUTION, and IMPORTANT! Are used where an explanation is given which requires special attention, depending on the potential risk. SEGA is not responsible for injury or damage caused by use in a manner contrary to the instructions stated in this document. In order to prevent accidents warning stickers and printed instructions are applied in the places where a potentially hazardous situation relating to the product could arise. Be sure to comply with these warnings.



Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation, which can result in death or serious injury.



Indicates that mishandling the product by disregarding this caution will cause a potentially hazardous situation, which can result in personal injury and or material damage.



This is cautionary information that should be complied with when handling the product. Indicates that mishandling the product by disregarding this will cause a potentially hazardous situation that may not result in personal injury but could damage the product.

Be sure to turn off the power and disconnect from the mains supply before working on the machine.

Ensure that the correct fuse(s) is fitted to the machine.

Details of the correct fusing of the machine are enclosed in the Service Manual.

Ensure that only qualified Service Engineers perform any maintenance work on the machine.

Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted and will invalidate this product's CE conformity.

The parts of the product also include any warning labels or safety covers for personal protection etc. A potential hazard will be created if the machine is operated while any parts have been removed. Should any doors, lids or protective covers be damaged or lost, do not operate the product. SEGA is not liable in any whatsoever for any injury and/or damage caused by specification changes not designated by SEGA.

Before installing the product, check for the Electrical Specification Sticker, SEGA products have a sticker on which the electrical specifications are detailed. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location in which the machine is to be installed.

Install and operate the machine only in places where appropriate lighting is available, allowing warning stickers to be clearly read.

To ensure maximum safety for both customers and operators, stickers and printed instructions describing potentially hazardous situations are applied to places where accidents could occur. Ensure that where the product is operated has sufficient lighting to allow any warnings to be read. If any sticker or printed warning is removed or defaced, do not operate the machine, until it has been replaced by an identical item.

When handling the monitor, be very careful. (Applies only to product with monitor)

Some of the monitor (TV) parts are subject to high tension voltage. Even after turning off the power some components are still occasionally subject to high tension voltage. Monitor repair and replacement should be performed by qualified service engineers only.

In cases where commercially available monitors and printers are used only the contents relating to this product are stated in this manual. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual in conjunction with the specific manual of such equipment.

Descriptions contained herein may be subject to change without prior notification.

The contents described herein are fully prepared with due care. However, should any question arise or errors be found please contact SEGA.

1.1. INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

STOP
IMPORTANT

- Only QUALIFIED SERVICE PERSONNEL should carry out inspection.

Normally, at the time of shipment, SEGA products are in a state to allowing usage immediately after transporting to the location. Nevertheless, an irregular situation may arise during transportation preventing this. Before turning on the power, check the following points to ensure that the product has been transported safely.

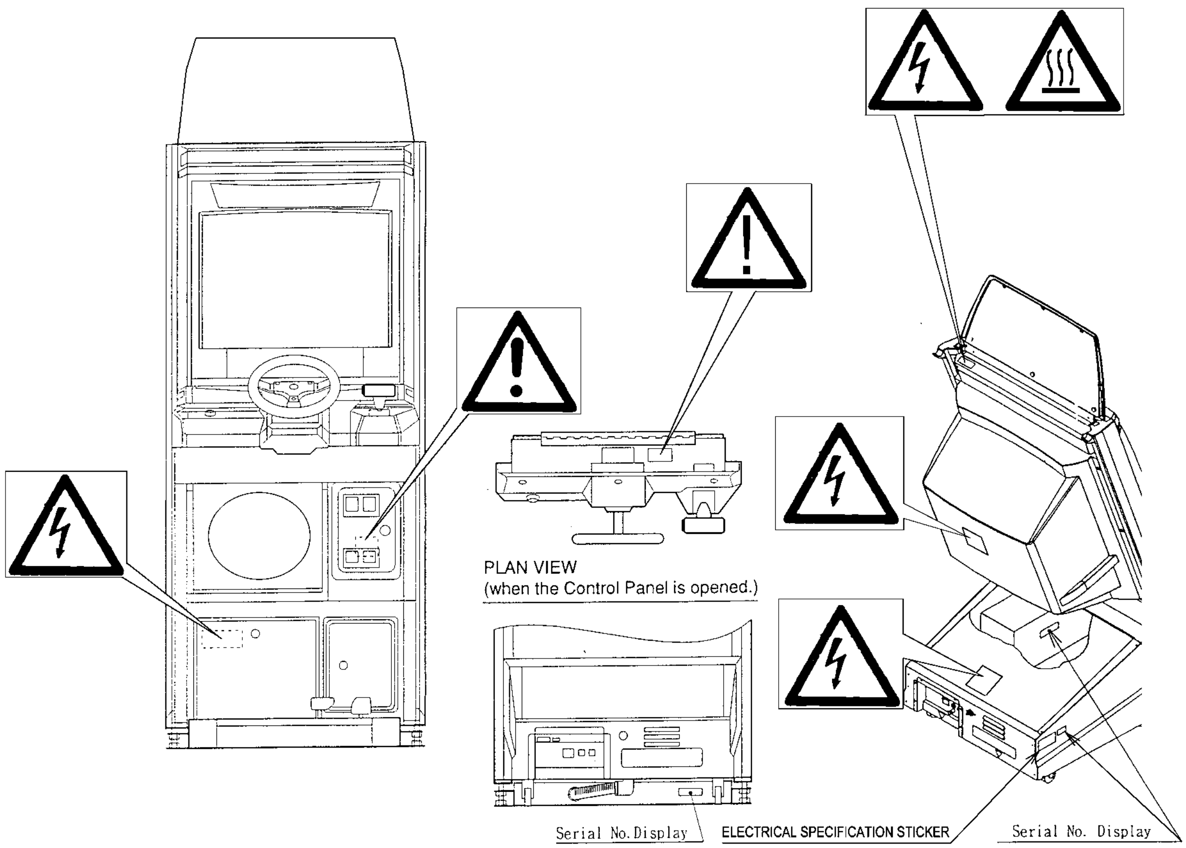
- Are then any dented parts or defects (cuts, etc.) on the external surfaces of the product.?
- Are castors and leg adjusters present and undamaged?
- Do the power supply voltage and frequency requirements meet with the local supply?
- Are all wiring connectors correctly and securely connected? Unless connected in the correct direction, connector connections cannot be made successfully. Do not insert connectors forcibly.
- Are all IC's of each IC BD firmly inserted?
- Does the power cord have any cuts or dents?
- Do fuses meet the specified rating?
- Are such units such as monitors, control equipment, IC BD, etc. firmly secured?
- Are all earth wires connected?
- Are all accessories available?
- Can all doors and lids be opened with the accessory keys and/or tools?

CONCERNING THE STICKER DISPLAY

SEGA product has stickers describing the product manufacture number (Serial Number) and electrical specification. If you require service assistance you will require the Serial Number. Identical machines may have different parts fitted internally. Only by quoting the Serial Number will the correct parts be identified.

CONCERNING WARNING STICKERS

SEGA product has warning displays on stickers, labels or printed instructions adhered/attached to or incorporated in the places where hazardous situations can arise. The warning displays are intended for the accident prevention of customers and service personnel.



	SPECIFICATIONS
Installation Space (cm):	80 (W) x 150 (D)
Height (cm):	225
Weight (kg):	Approx. 200, when assembled with seat
Rated Voltage (VAC):	230V AC
Rated Current (A):	2 A
Operating Temperature Range	5 – 40º C

Note: Descriptions in this manual are subject to change without prior notice.

2. INTRODUCTION TO THIS SERVICE MANUAL

SEGA ENTERPRISES LTD., supported by its experience in electronic high technology of VLSI's, microprocessors etc. and with a wealth of experience, have for more than 30 years been supplying various innovative and popular games to the world market. This Service Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electro-mechanicals, servicing controls, spare parts, etc. as regards this new SEGA product. This manual is intended for those who have knowledge of electricity and technical expertise especially in IC's, CRT's, microprocessors etc. Carefully read this manual to acquire sufficient knowledge before working on the machine. Should there be any malfunction, non-technical personnel should under no circumstances touch the internal systems. Should such a situation arise contact the nearest branch listed below, or our head office.

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3. INSTALLATION AND MAINTENANCE INSTRUCTIONS

STOP
IMPORTANT

- Only QUALIFIED SERVICE PERSONNEL should carry out installation and maintenance.

3.1. HANDLING AND INSTALLATION PRECAUTIONS

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

The game must NOT be installed under the following conditions:

- Outside, the game is designed for indoor use only.
- In areas directly exposed to sunlight, high humidity, dust, excessive heat or extreme cold.
- In locations that would present an obstacle in the case of an emergency i.e. near fire equipment or emergency exits.
- On unstable surfaces or surfaces subject to vibration.
- Where liquids, other than routine cleaning, may come into contact with the game.

Important:

- Only Qualified Service Personnel should install this machine.
- Be sure to switch the supply power OFF and remove the mains supply plug from the machine before any work is carried out on the machine.
- Do not attempt to repair the PCB's (Printed Circuit Boards) yourself. This will void the warranty. The PCB's contain static sensitive devices that could be damaged.
- Always return a faulty part to your distributor with adequate packaging and protection.
- When removing the plug from the mains always grasp the plug not the cable.
- Do not use a fuse that does not meet the specified rating.
- Make sure all connections are secure before applying power.

STOP
IMPORTANT

- Ensure that the mains lead is not damaged. If the mains lead is damaged in any way there could be a danger of electric shock or a fire hazard.
- Ensure that the power supply is fitted with circuit protection. Using the power supply without circuit protection is a fire hazard.

3.2. COIN HANDLING

Standard Sega machines are fitted with a SR3 coin mechanism, however, as a service to our customers Sega machines can be supplied with no coin mechanism or door allowing the customer to fit a coin handling option from the approved list. Fit only the coin handling arrangements detailed below and follow the instructions provided in section 4. Failure to fit the coin handling options detailed or failure to follow the installation instructions will render the machine, under the CE marking directive, void.

Approved coin handling options:

- Coin controls SR3
- Generic mechanical
- Mars (MS111B1 and ME115)
- SECI RM4-G20

3.3. NAME OF PARTS

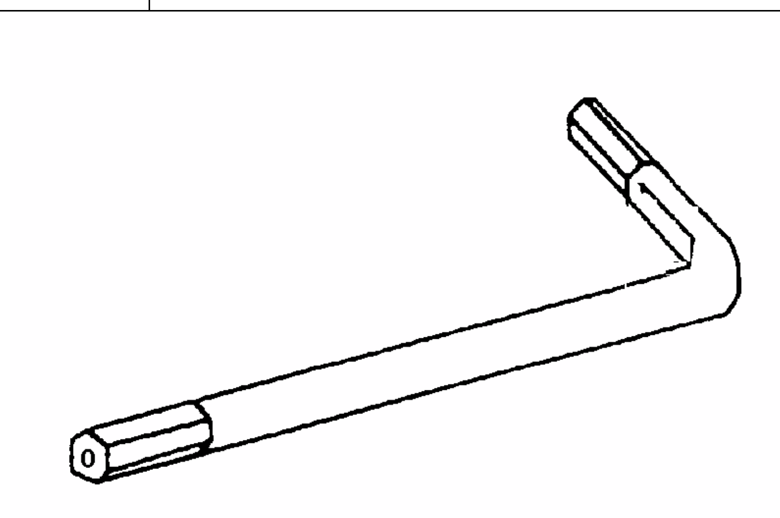


	Width (cm)	Length (cm)	Height (cm)	Approx Weight (Kg)
MAIN CABINET	76	105	180	165
FLOOR	63	71	15	35
SEAT	77	46	89	
BILLBOARD	76	17	31	
WHEN ASSEMBLED	76	147	224	200

3.4. ACCESSORIES

The machine is supplied with an installation kit. Please ensure the following parts are supplied:

Item	Component Part	Description	Qty
1	NOA-1301X	ASSY BILLBOARD	1
2	CTH-1500UK	ASSY FLOOR	1
3	CTA-0001	JOINT BRKT L	1
4	CTA-0002	JOINT BRKT R	1
8	CTH-0001UK	DISPLAY CARD	1
9	NOA-1302UK	BILLBOARD SHEET	1
14	CTH-0002UK	PLAY INSTR SH A MULTI	1
16	CTH-0004UK	SUB INSTR SH MULTI	1
18	420-5827	SERVICE MANUAL SANWA 31K	1
19	SAECE-XXX	DECLARATION OF CONFORMITY	1
101	514-5078-5000	FUSE 5X20 CERAMIC SB 5000mA	1
201	030-000820-SB	M8X20 BLT W/S BLK	2
202	068-852216-0B	M8 WSHR 22OD FLT BLK	2
203	008-T00412-0C	M4X12 TMP PRF TH CRM	5
402	420-6758-01UK	SERVICE MANUAL CTH	1
403	420-6620UK	SERVICE MANUAL GDROM	1
406	OS1019	SELF SEAL BAG 9X12.3/4	1
407	PK0325	INST KIT BOX CTH	1
408	PK0061	BUBBLE WRAP LARGE 1.5M X 45M	0.025
409	220-5484-H	VOL 5-K-OHM HAPP 50-8026-00	1
411	540-0006-01	WRENCH M4 TMP PRF	1
412	540-0007-01	WRENCH M5 TMP PRF	1
413	540-0009-01	WRENCH M8 TMP PRF	1
414	540-0015-01	WRENCH M6 TMP PRF	1



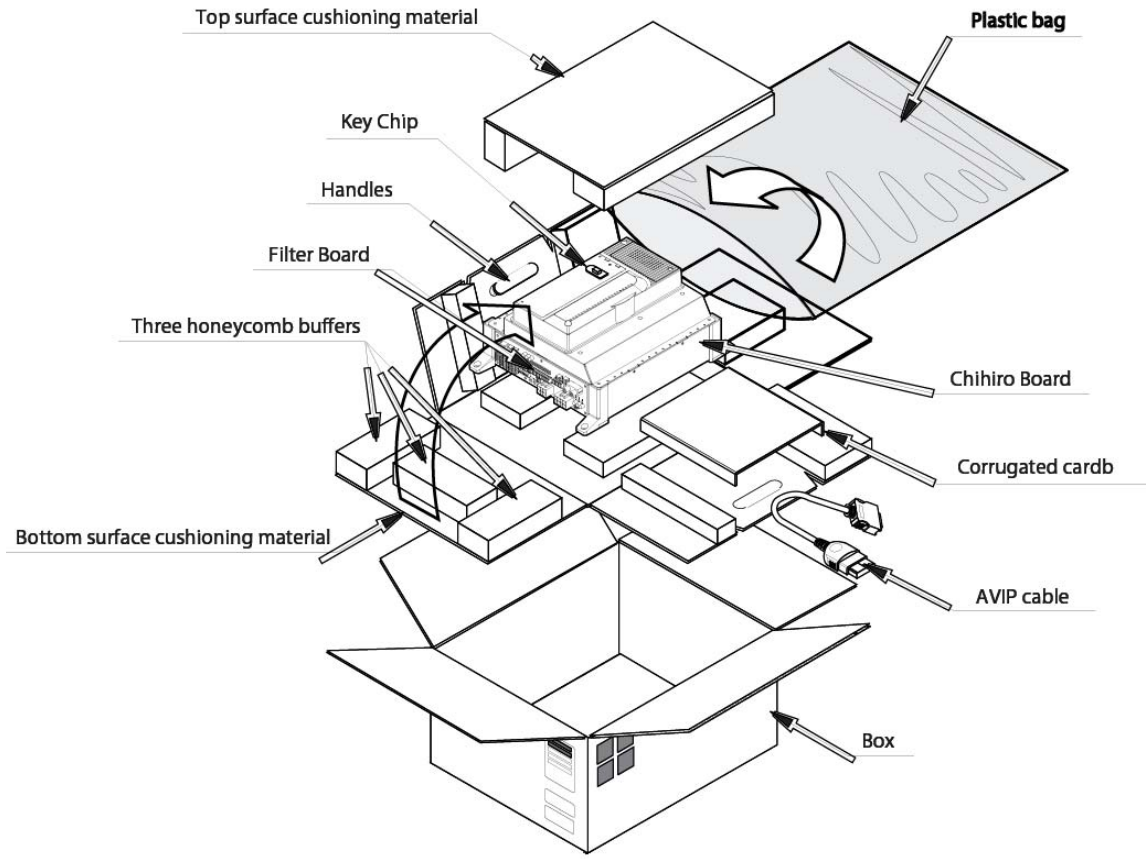
Items 101 & 102 - Tamperproof TORX wrench.

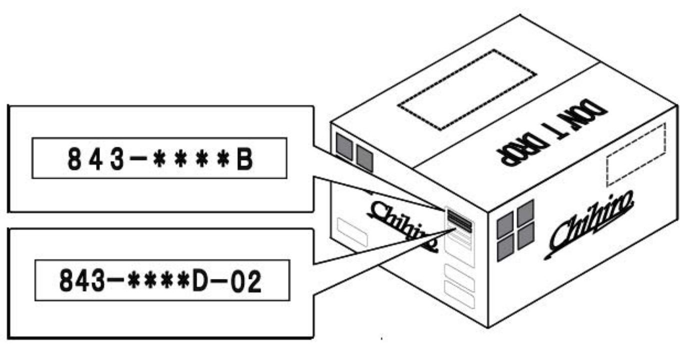
3.5. SHIPPING THE GAME BOARD

STOP IMPORTANT	Replacement or repair of the Game Board (Chihiro) for this product should be undertaken at the appropriate repair centre. Be sure to follow the specifications below when requesting repairs/sending the board to the repair centre. Not following the specifications may result in the board not being accepted or in extra charges being made. • Put the game board in the carton box as is. Do not carry out any disassembly or part removal other than that specified. • Follow the procedure and instructions regarding direction below when placing the Game Board in the carton box. • When packing the game board with the Media Board attached, do not remove the Key Chip. • When packing the game board with the Media Board detached, be sure to include the AVIP Cable. • When packing, attach the accessory stickers in the specified places on the Game Board and carton box.

INSTRUCTIONS

1. Wrap the Chihiro Board in a plastic bag.
2. Place it on top of the bottom surface cushioning material. Turn the Filter Board to face the side with the three honeycomb buffers. Packing it in the opposite direction may cause damage to the Filter Board.
3. Insert corrugated cardboard into the space between the lateral honeycomb buffers of the bottom surface cushioning material and stow the AVIP cable inside.
4. Place the Chihiro Board wrapped in the bottom surface cushioning material into the carton box. Use the handles on the bottom surface cushioning material.
5. Place the upper surface cushioning material on top of the Chihiro Board. Be sure to align it in the right direction, as it will not fit otherwise.
6. Close the top of the carton box and seal it tightly with adhesive tape.


Top surface cushioning material
Plastic bag
Key Chip
Handles
Filter Board
Three honeycomb buffers
Chihiro Board
Corrugated cardb
Bottom surface cushioning material
AVIP cable
Box


843-****B
843-****D-02
DON'T DROP
Chihiro

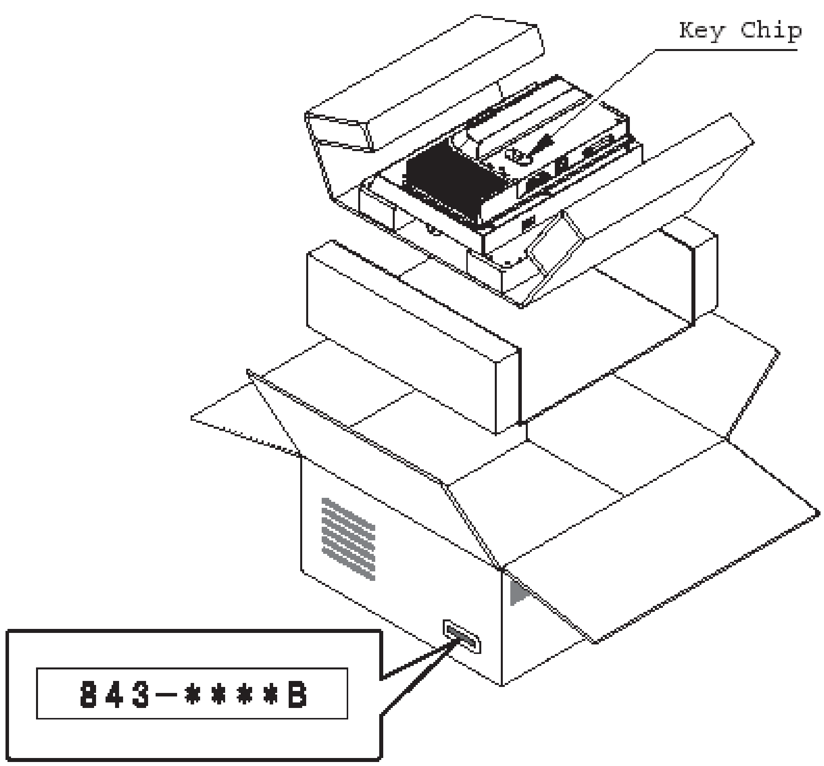
3.6. SHIPPING THE MEDIA BOARD

STOP
IMPORTANT

When sending the Media Board for repairs, follow the specifications below and request repairs or send the Board to your retailer/the repair centre.

Not following the specifications may result in the board not being accepted or in extra charges being made. Also, mistaken handling can damage or result in loss of parts.

- Be sure to use the special purpose carton box included with this product.
- Do not remove the Key Chip. Send the board with the Key Chip attached.
- Undo the 10 screws holding the Media Board to the Main Board and pack the Media Board. Do not carry out any disassembly or part removal other than that specified in this manual.
- Pack the Media Board in the special purpose carton box as shown in the explanatory diagram.
- The packing material in the carton box has a shock absorbing function. Be sure to use it when packing. Do not bend or fold the material in a direction other than that shown on the diagram.
- Do not pack any wires, cables, or screws together with the Board.
- Be sure to attach the special purpose carton box accessory sticker "843-✱✱✱✱B."



3.7. ASSEMBLY INSTRUCTIONS



- Perform the assembly by following the procedure herein stated. Failure to comply with the instructions, for example, inserting the plug into an outlet at a stage not mentioned in this manual can cause an electric shock
- Assembling should be performed as per this manual. Since this is a complex machine, erroneous assembling can cause damage to the machine, or malfunction to occur.
- Do not attempt to complete this work alone, a minimum of 2 people are required.

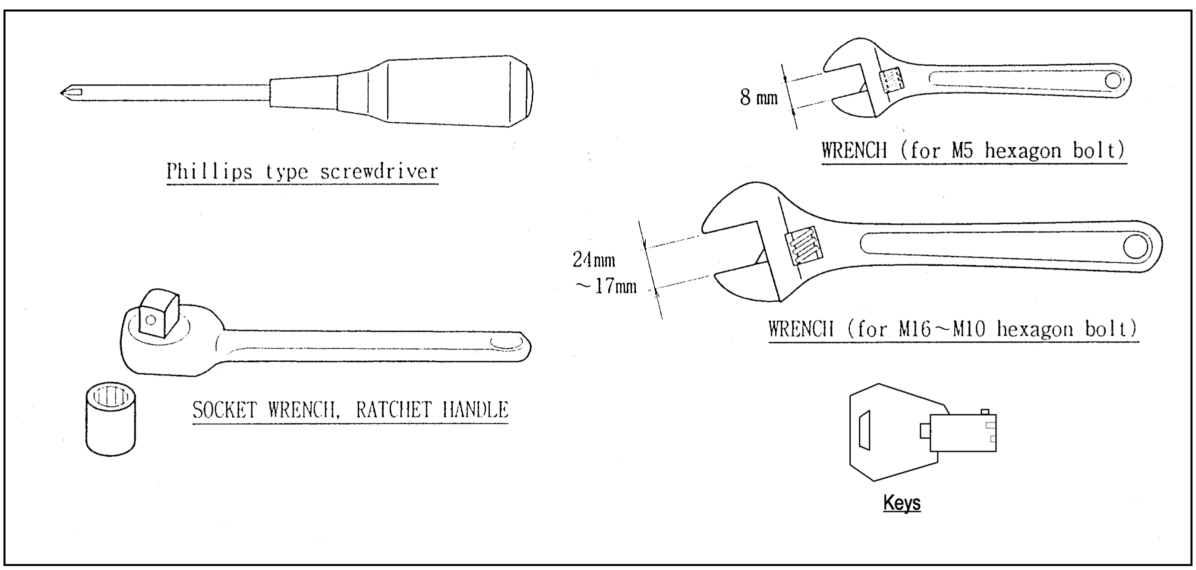


- Only QUALIFIED SERVICE PERSONNEL should carry out assembly.

When carrying out the assembly work, follow the procedure in the following sequence:

STEP 1	**INSTALLING THE BILLBOARD**
STEP 2	**INSTALLING THE FLOOR**
STEP 3	**SECURING IN PLACE (LEG ADJUSTMENT)**
STEP 4	**FITTING SEAT**
STEP 5	**CONNECTION TO THE POWER SUPPLY**
STEP 6	**ASSEMBLY CHECK**

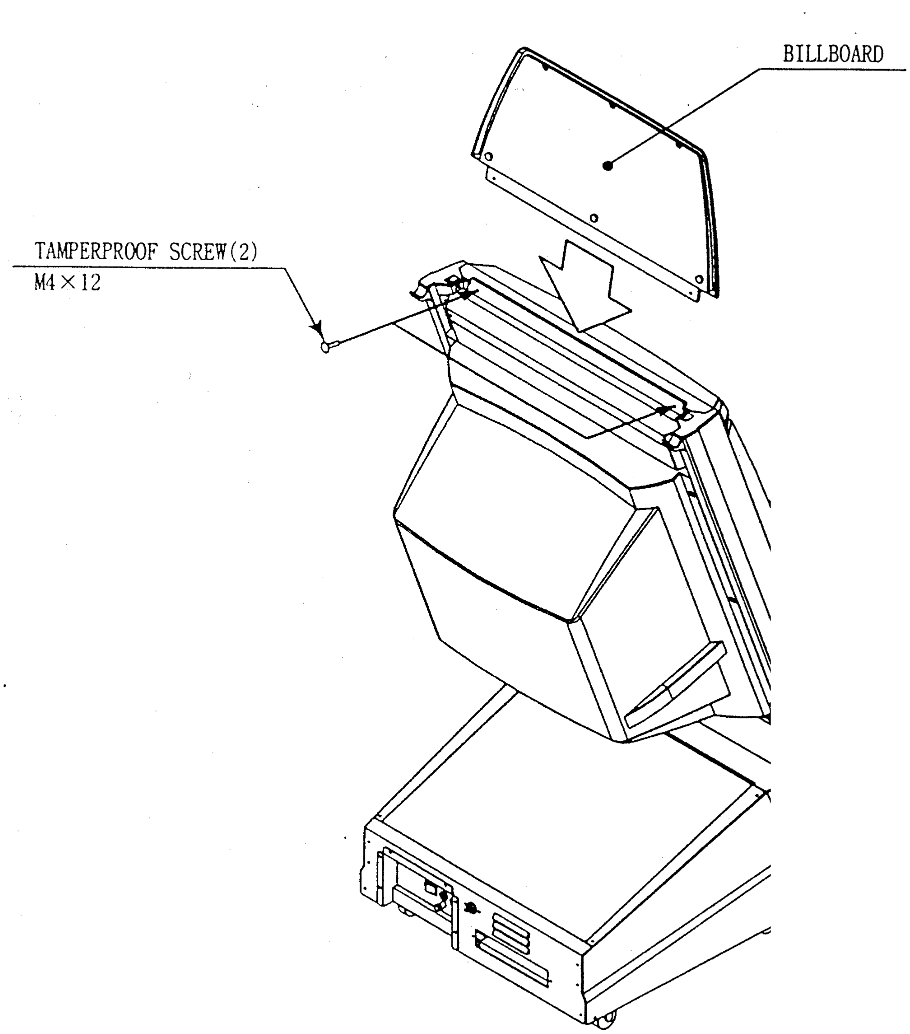
Note that the parts contained within the installation kit are required for the assembly work.
The following tools will be required when installing this machine:



3.7.1. INSTALLING THE BILLBOARD

CAUTION	• To perform work safely, use a secure and stable step to improve access to the top of the cabinet. Working without using a step may cause accidents.
STOP IMPORTANT	• Only QUALIFIED SERVICE PERSONNEL should carry out this operation.

1. Insert ASSY BILLBOARD to the top part of the cabinet
2. Secure with the two Tamperproof screws (Part No. 008-T00412-0B, supplied with Accessory kit)

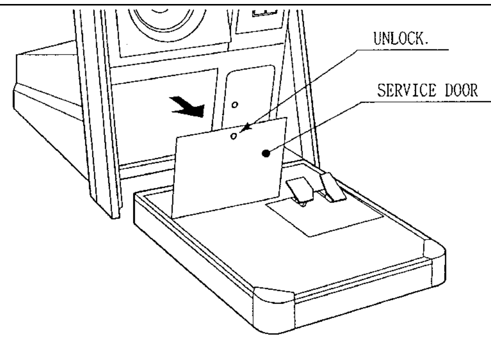


INSTALLING THE FLOOR

WARNING

- Ensure all connections are secure - poor connections can cause electric shock or short circuit.
- Take care not to damage wiring during installation, as this can cause electric shock or short circuit.

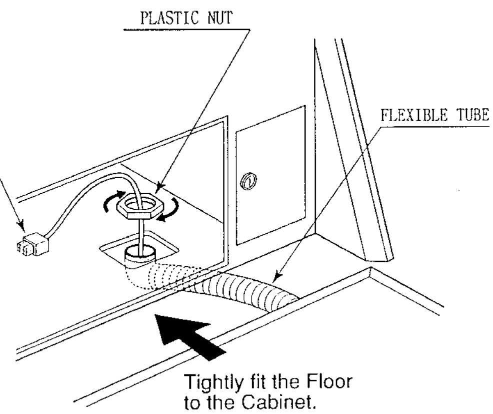
① Unlock and remove the SERVICE DOOR from the front of the cabinet.



② Remove the plastic nut of the Connector at the end of ASSY FLOOR's Flexible Tube.

③ Insert the Connector at the end of Flexible Tube into the round hole on the bottom of cabinet from the underside, and secure by fastening the plastic nut. At this time, be careful so as not to damage the wire passing through the Flexible Tube.

④ Connect the Connector at the end of the wires passing through the Flexible Tube to the Connector inside the cabinet.

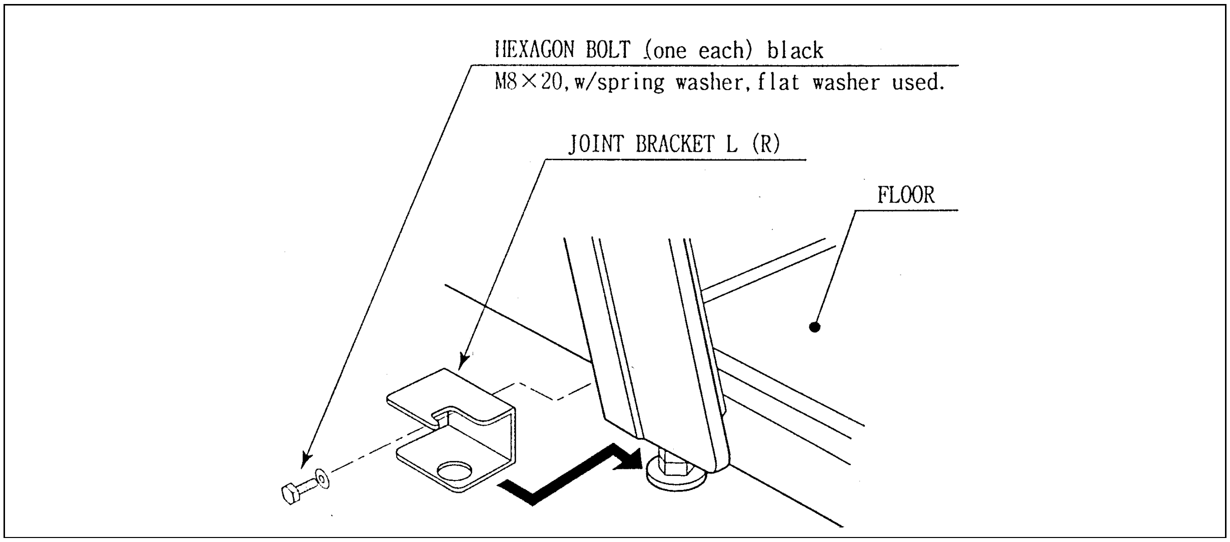


⑤ Secure the wires with Cord Clamp.

⑥ Fit ASSY FLOOR tightly to the cabinet.

⑦ Slightly lower the 2 Adjusters on the cabinet and install JOINT BRACKET L & R by inserting from the rear, and secure to ASSY FLOOR using hexagon bolts as shown.

⑧ After lowering the Adjusters fully downward, tighten both Adjuster's lock nuts fully upward.



3.7.2. SECURING IN PLACE (LEG ADJUSTER ADJUSTMENT)



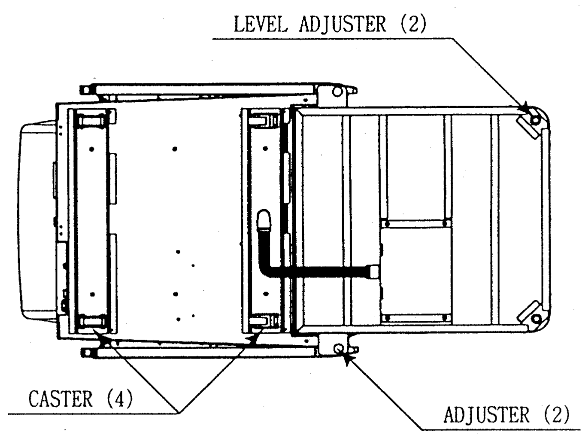
- Make sure all of the leg adjusters are in contact with the floor. If they are not the machine may move and cause injury. This operation requires 2 people.



- Only QUALIFIED SERVICE PERSONNEL should carry out this operation.

This machine has four castors and two leg adjusters on the main cabinet, and a further two level adjusters on the rear of the floor. When the installation position is decided, unscrew the leg adjusters so that they raise both front castors 7mm from the floor. Make sure the machine is level.

1. Move the product into the installed position.
2. Unscrew the adjusters until they are in contact the floor, and use a wrench to turn them further until the front castors are raised approximately 7mm above the floor.
3. Tighten the locknut on the leg adjusters upwards to lock the legs in position.

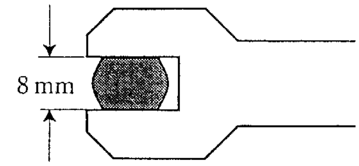


If this product is installed on irregular surfaces, use the two Level Adjusters on the bottom of the FLOOR to ensure the product is level.

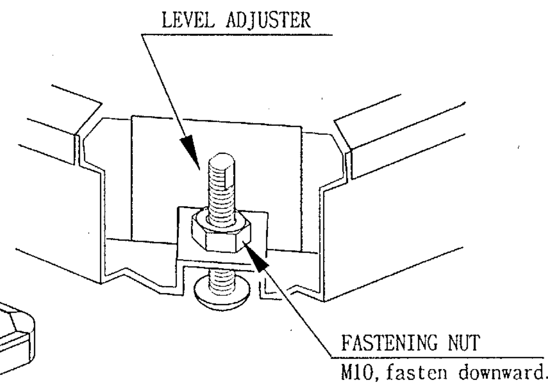
① Take out the 4 screws and remove the Corner Protector of ASSY FLOOR.

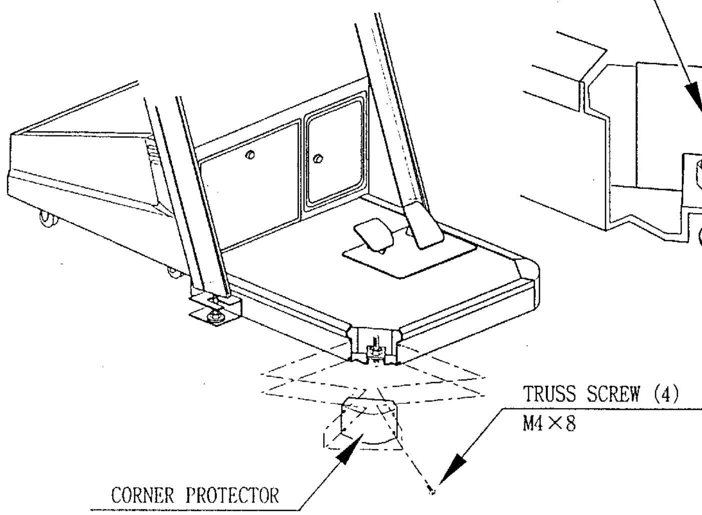
② Adjust the height of Level Adjuster by turning the end of Level Adjuster's bolt with wrench.

③ After making adjustments, fasten the Adjuster Nut downward to secure the height of the Adjuster.

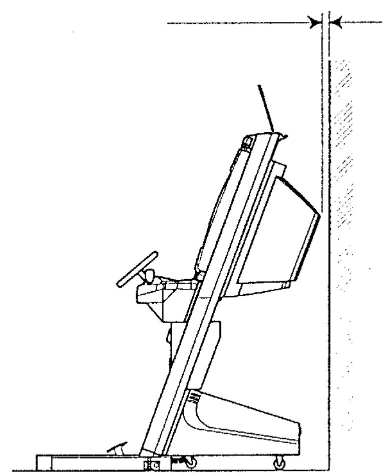


For Level Adjuster adjustment, use a wrench (width across flats: 8mm).





Distance from wall surfaces: 2 cm.



Provide sufficient space so as to allow for ventilation by the Air Vent.

3.7.3. FITTING THE SEAT

3.7.3.1. Introduction:

This kit facilitates a lean-on REST for application to ROUTE 66 Standard. This REST allows pressure to be taken off the left leg, which increases the length of time that a player may play the game without suffering from fatigue.

3.7.3.2. Kit contents:

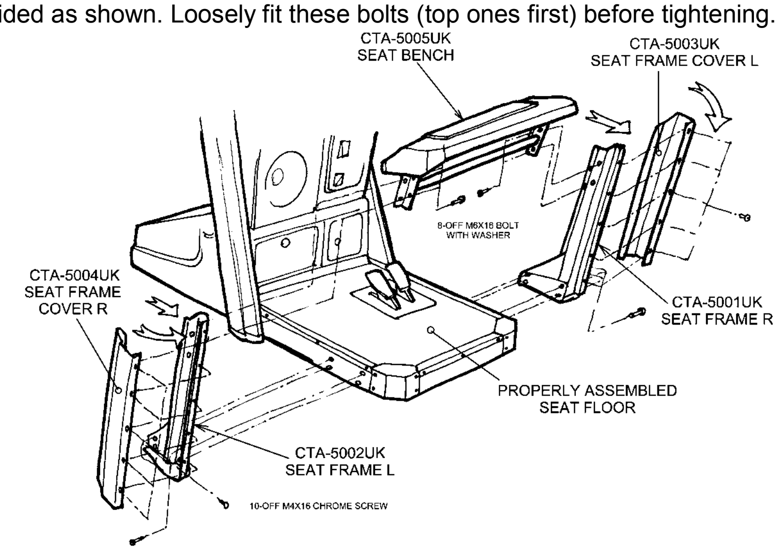
PART NUMBER	DESCRIPTION	QTY
CTA-5001UK	SEAT FRAME R	1
CTA-5002UK	SEAT FRAME L	1
CTA-5003UK	SEAT FRAME COVER R	1
CTA-5004UK	SEAT FRAME COVER R	1
CTA-5005UK	SEAT BENCH PTR (with CTH cushion)	1
008-T00416-0C	M4X16 MSCR TMP PRF TH CRM	10
030-000820-SB	M8X20 BLT W/S BNP	8
068-852216-0B	M8 WSHR FORM C FLT BNP	8
030-000616-SB	M6X16 BLT W/S BNP	8
068-651416-0B	M6 WSHR FORM C FLT BNP	8

3.7.3.3. Installation instructions:



- A condition of fitting this REST is that the machine is fully fitted with items CTA-0001 & CTA-0002 (JOINT BRKT L & R) as described in the 18 WHEELER Manual. Non-fitment of these brackets may lead to injury, as there will be nothing to secure the floor to the main cabinet. The REST relies on the floor being firmly secured to the main cabinet in order to support the weight of the player when resting against the machine.
- The REST utilises the weight of the main cabinet to prevent tipping. It is important that this REST is used only to take the weight off the left leg. Sega accepts no responsibility for injury arising due to inappropriate usage of the REST.

1. Fix the CTA-5001UK & CTA-5002UK SEAT FRAMES to the FLOOR ASSEMBLY (CTH-1500UK) using the 8-off M8 bolts and washers provided as shown.
2. Fix the CTA-5003UK & CTA-5004UK SEAT FRAME COVERS to the SEAT FRAMES using the 10-off M4 tamperproof machine screws provided as shown.
3. Fix the CTA-5005UK SEAT BENCH PTR between the SEAT FRAMES using the 8-off M6 bolts and washers provided as shown. Loosely fit these bolts (top ones first) before tightening.

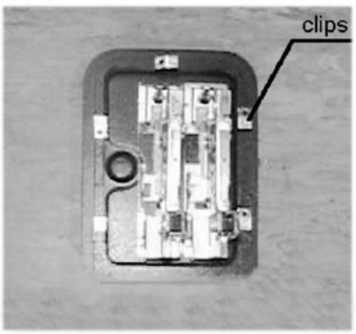


3.7.4. COIN HANDLING INSTALLATION



- Only QUALIFIED SERVICE PERSONNEL should carry out this operation.

When fitting the coin mechanism to the door please refer to the specific manufacturers installation instructions for that coin mechanism. To fit the door to the machine follow the procedure below.



- Loosen all of the bolts on the frame that secure the clips.
- Turn all clips in towards the door.

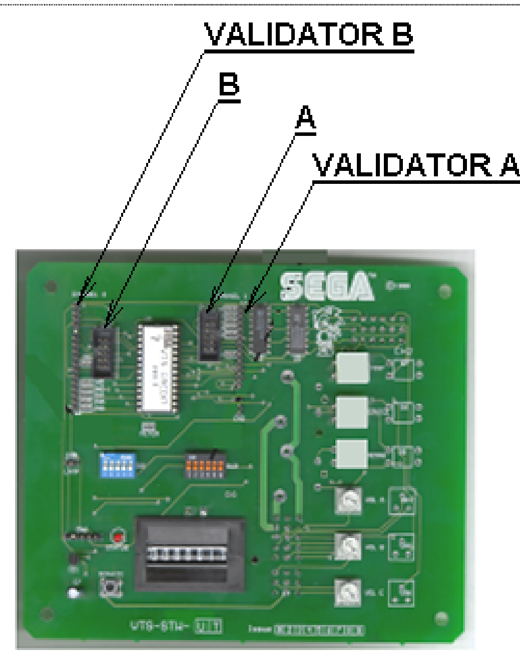


- Position the door into the aperture in the machine.
- Turn the clips around so that they will hold the door in the machine.
- Tighten all of the bolts.

NOTE: DOUBLE FRAMED MINI DOOR SHOWN. SINGLE FRAMED DOOR SIMILAR FITTMENT.

3.7.4.1. WIRING CONNECTIONS.

COIN MECH	LOOM	INSTALLATION
C220B	LM1006IDC LM1006LAMP-0.1	• Attach the lamp holder to the bracket on the coin return button. • Attach one 15-way connector to the C220 coin mech. • Attach the other 15-way connector to Validator A on the credit board. • Attach the 2-way connector to 'LAMP' on the VTS board.
GENERIC MECHANICALS	LM1008 LM1008-LAMP	• Fit the two lamp holders behind the coin return buttons. • Attach the blue cable and orange cable to one mech's microswitch switch. • Attach the blue/green cable and orange/green cable to the other mech's microswitch. • Attach the 2-way mate and lok plug to the 2-way mate and lok cap provided. • Attach one 15-way connector to Validator A and the other to Validator B on the credit board
MARS MS111B1 MARS ME115	LM1007 LM1008-LAMP	• Fit the lamp holder to the bracket behind the coin return button. • Fit one of the 13-way connectors to the coin mech. • Fit the other 13-way connector to Validator A on the credit board. Note the 13-way connector is keyed and this key must coincide with the key on the credit board.
SECI, C120, SR3	OWN LOOM AND LM1006LAMP-0.1	• Attach the lamp holder to the bracket on the coin return button. • Attach the 2- connector to 'LAMP' on the VTS board. • Attach the validator's own loom to position A on the credit board

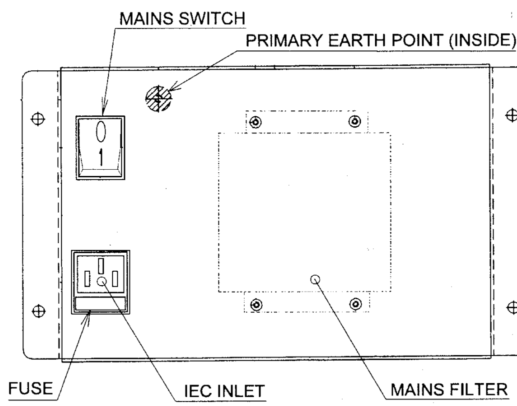


VTS credit board assembly

3.7.5. CONNECTION TO THE POWER SUPPLY

WARNING	• Be sure that the machine is not connected to the mains supply before attempting this operation
STOP IMPORTANT	• Only QUALIFIED SERVICE PERSONNEL should carry out this operation.

1. The AC Unit is located on the right hand side of the base unit, when viewing the screen. It houses the IEC inlet, mains switch and fuse.



2. Ensure that all of the machine's wires have been connected in accordance with the preceding sections and that the mains switch is OFF.
3. Check that the operating voltage of the mains supply matches the machine (section 1.1).
4. Insert the IEC lead into the IEC inlet and the mains plug into a wall socket. If applicable, switch the wall socket ON.
5. Stand clear of the machine and switch the mains switch ON.

3.8. ASSEMBLY CHECK

STOP
IMPORTANT

- Only QUALIFIED SERVICE PERSONNEL should carry out this operation.

In the TEST MODE, ensure that the assembly has been made correctly and IC Board is satisfactory (refer to Section).
In the test mode, perform the following test:

3.8.1. MEMORY TEST

When "MEDIA BOARD TEST" is selected from the System Test Mode Menu Screen the Game Board memory is automatically tested. If the display beside each memory reads "GOOD", the Game Board is functioning correctly.
Also, when "SYSTEM INFORMATION" is selected, Main Board and Media Board data for the Game Board are displayed. If data is displayed correctly, the Game Board is functioning correctly.

```
MEDIA BOARD TEST

VERSION  ****
STATUS   GOOD
CHECKING 100%

SYSTEM TEST
 DIMM0      - GOOD
 DIMM1      - GOOD
 IC34,35S   - GOOD
 IC10,11S   - GOOD
 GD DRIVE   - GOOD
-- COMPLETED --

PRESS TEST BUTTON TO EXIT
```

MEDIA BOARD TEST screen

```
SYSTEM INFORMATION

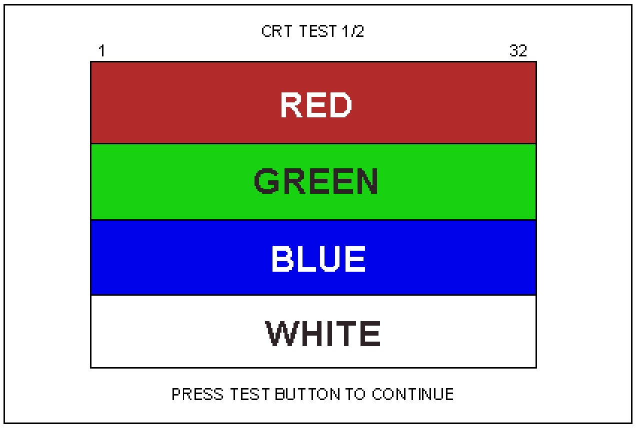
MAIN BOARD
  REGION              ****
  BOOT VERSION        ****
  QC FIRM VERSION     ****
  SC FIRM VERSION     ****
  SERIAL NO. ****************

MEDIA BOARD
  DIMM BOARD + GDROM
  MEMORY SIZE         512MB
  FIRM VERSION        ****
  SERIAL NO. ****************

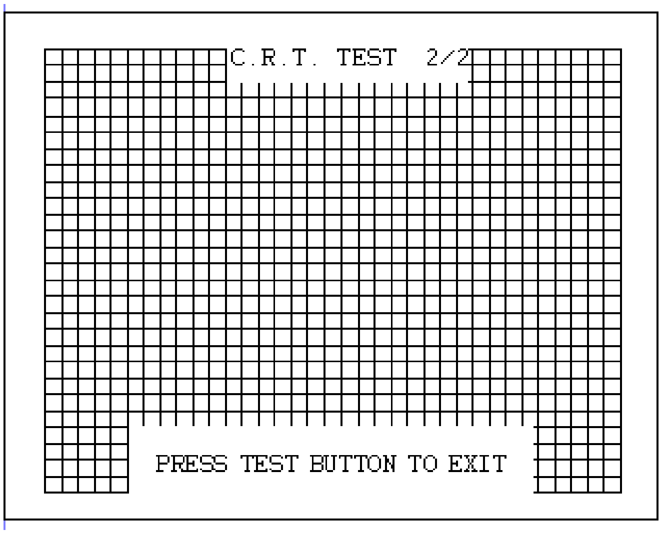
PRESS TEST BUTTON TO EXIT
```

SYSTEM INFORMATION screen

3.8.2. C.R.T. TEST



In the TEST mode menu, selecting C.R.T. TEST allows the screen (on which the moniter is tested) to be displayed. Although the moniter adjustments have been made at the time of shipment from the factory, make judgment as to whether an adjustment is needed by watching the test mode screen. If it is necessary, adjust the moniter by referring to Monitor manual.



3.8.3. INPUT TEST

Select INPUT TEST to display the following screen and check the status of input devices.
This test should be used periodically to check that each input device is functioning correctly.

Crazy Taxi HighRoller

[GAME TEST MENU -INPUT TEST]

DRIVE GEAR	OFF
REVERSE GEAR	OFF
JUMP	OFF
START	OFF
SERVICE	OFF
TEST	OFF
WHEEL	7eH
ACCEL	2fH
BRAKE	2fH

-PRESS TEST BUTTON AND SERVICE BUTTON TO EXIT-

Operate the WHEEL (steering wheel), ACCEL (accelerator), and BRAKE (brake pedal) to check that the values change appropriately and smoothly.

Input is normal if the display to the right of other each item changes from OFF to ON when each input device is operated.

Press the SERVICE and TEST Buttons simultaneously to return to the Game Test Menu screen.

3.8.4. OUTPUT TEST

Select OUTPUT TEST to display the following screen and check the status of each lamp.
This test should be used periodically to check that the lamps are functioning correctly.

Crazy Taxi HighRoller
[GAME TEST MENU -OUTPUT TEST]

START BUTTON	OFF	
LAMP NO.1	OFF	NOT USED
LAMP NO.2	OFF	NOT USED
LAMP NO.3	OFF	NOT USED
LAMP NO.4	OFF	NOT USED
EXIT		

-SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-

Perform the tests as follows.

START BUTTON: Select START BUTTON and press the TEST Button. The display to the right of the item will change to ON and the Start Button will flash.

Move the cursor to EXIT and press the TEST Button to return to the Game Test Menu screen.

3.9. MOVING THE MACHINE

WARNING

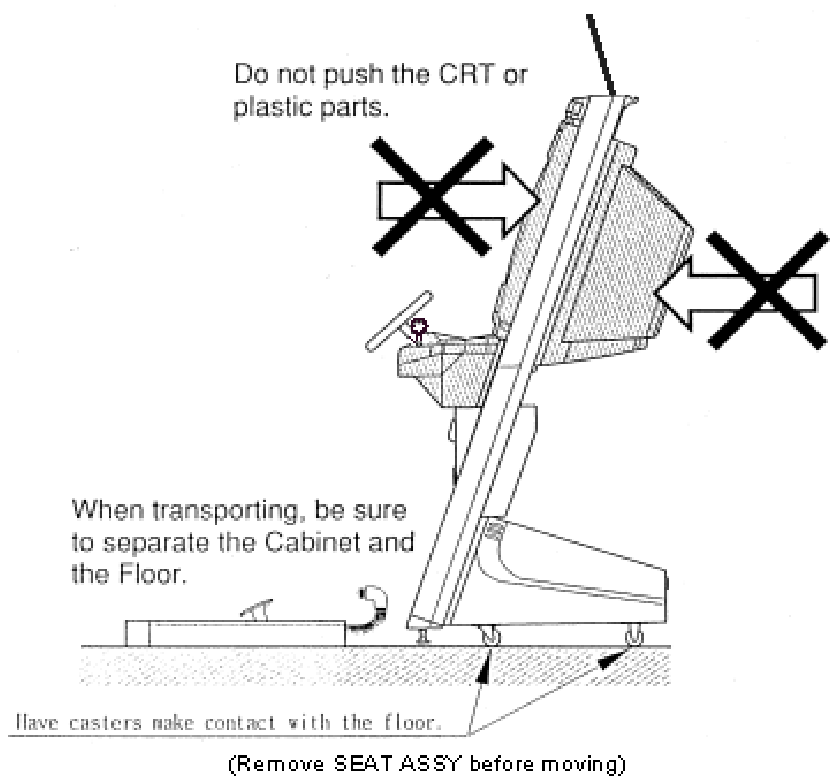
- When moving the machine, be sure to remove the plug from the power supply. Moving the machine with the plug inserted can cause the power cord to be damaged, resulting in a fire or electric shock.
- When moving the machine, retract the leg adjusters fully and ensure the casters make contact with the floor. During movement pay careful attention so that the casters or leg adjusters do not damage any other cabling laid on the floor. Such damage could result in a fire or electric shock.
- Do not push the upper part of the cabinet. Failure to observe this can cause the cabinet to fall forwards and result in accidents.

CAUTION

- When transporting the machine, be sure to hold the catch portion on the rear of the cabinet with the castors making contact with the surface as shown below. Inclining the machine by holding portions other than the catch or moving the cabinet without retracting the adjusters can damage the cabinet and/or the floor surface.
- Do not push the Billboard. Failure to observe this may damage the installation portions and may cause unexpected accidents.

STOP IMPORTANT

- Only QUALIFIED SERVICE PERSONNEL should carry out this operation.



(Remove SEAT ASSY before moving)

3.10. CONTROL PANEL (HANDLE MECHA.) - ‘HAPP’ TYPE

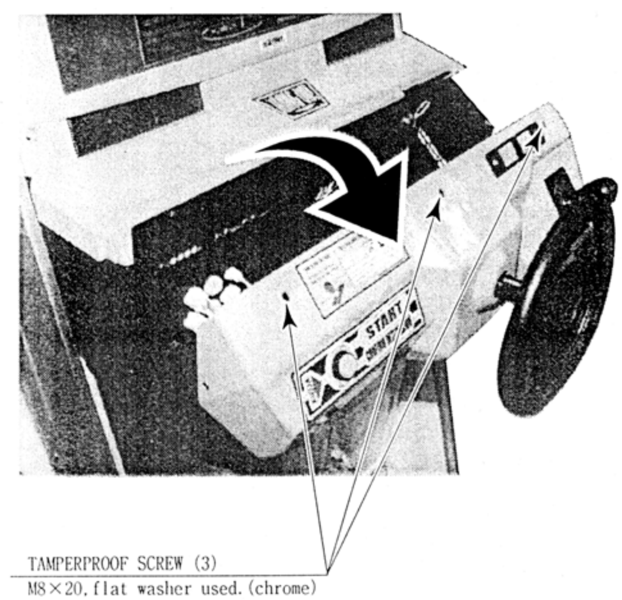
WARNING	• Before starting work, ensure that the cabinet is isolated from the mains by switching off and removing the IEC mains lead from the wall outlet. • Be careful not to damage wiring. Damaged wiring can cause electric shock and short circuits.
CAUTION	• When closing the Control Panel be very careful to avoid trapping fingers or hands.
STOP IMPORTANT	• Only QUALIFIED SERVICE PERSONNEL should carry out this procedure.

3.10.1.REPLACING VOLUME

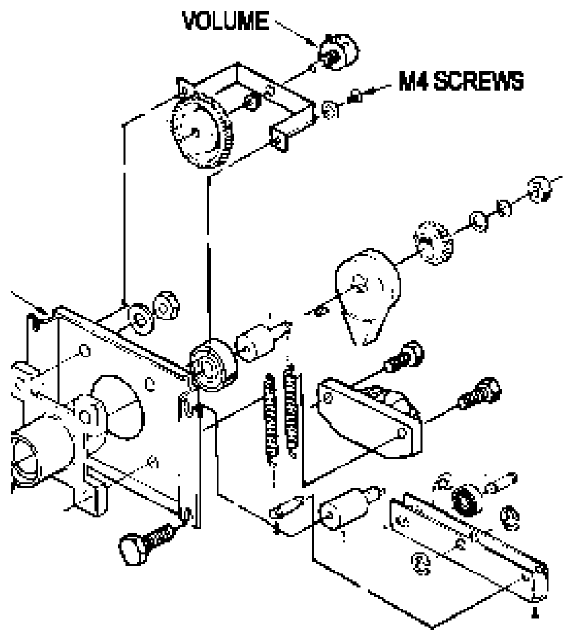
If the steering operability becomes poor, and adjusting the VOLUME SETTING in the TEST MODE in ineffective, the cause may be the failure of the Volume Gear to mesh and/or the Volume Potentiometer malfunctioning.

When the Steering Wheel is rotated fully left or right, if the Volume shaft is rotating within the movable range, the Volume is not feared to be damaged. Use the procedure described herein to position the steering VR such that the correct centre value (refer to Section 5.3.5) is displayed when the Steering Wheel is at rest.

1. Power OFF the machine and remove the IEC lead from the wall outlet.
2. Remove the three tamperproof screws and open the Control Panel.



1. Loosen the two screws and adjust the gear mesh by moving the VR Bracket.
2. Adjust to an appropriate setting by securing the steering wheel in the straight ahead position.
3. After adjustment, check the volume setting as described in Section 5.3.5. If necessary, repeat steps 3 & 4 until the volume value is within allowable limits (±3H)



HOW TO REPLACE

1. Disconnect the Volume Connector.
2. Take out the two screws and remove the Volume together with the VR Bracket.
3. After replacing the Volume, engage the gears at the angle shown and fix the VR Bracket.

Close the Control Panel and replace the three tamperproof screws before turning power ON and setting the Volume value in the TEST MODE.

3.10.2.GREASING – SEGA and HAPP types

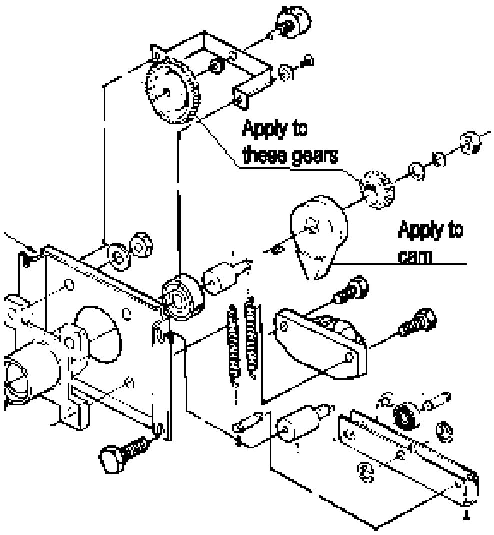
STOP

IMPORTANT

- Use only synthetic grease (grease or spray) as plastic parts are used. Do not use mineral based greases.
- Applying grease to parts other than those specified can cause malfunctioning or quality deterioration of parts.

HAPP type

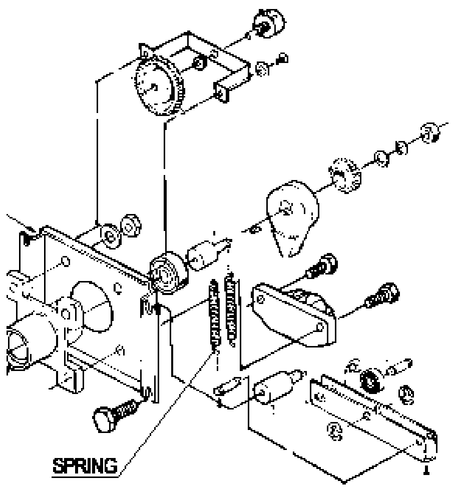
Apply grease to the gear mesh and cam portions once every three months. Use a proprietary synthetic lubricant.



3.10.3. REPLACEMENT OF SPRING

HAPP type

In case of spring damage or wear, open the Control Panel and replace the spring.



3.11. SHIFT LEVER

If the SHIFT LEVER SWITCH is not showing an input in the TEST MODE, replace the switch. Remove the Shift Lever Unit and apply grease to the mechanism's sliding portion once every three months.



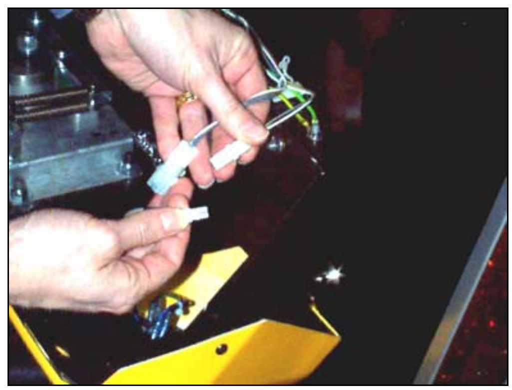
- When performing work, be sure to turn power off. Working with power on can cause an electric shock or short circuit.
- Use care to ensure the wiring is not damaged. Damaged wiring can cause electric shock or short circuit.



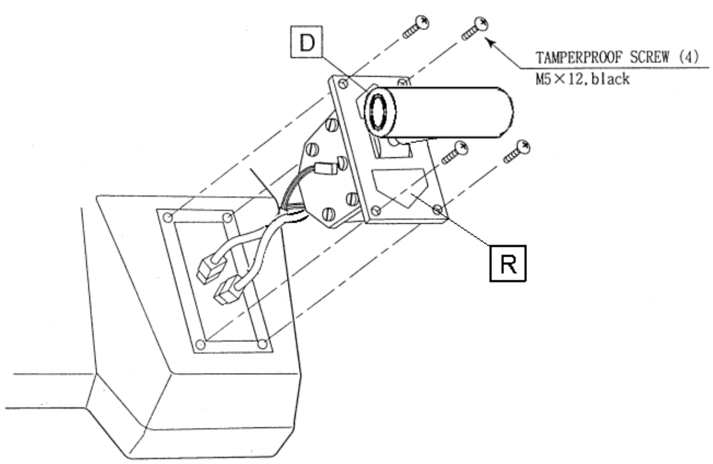
- This operation should only be carried out by QUALIFIED SERVICE PERSONNEL

3.11.1.REMOVING SHIFT LEVER

1. Turn the Power Switch OFF.
2. Open control panel. Refer to Section 3.10.1
3. Disconnect two connecters on shifter loom.
4. Close the Control Panel and re-secure.



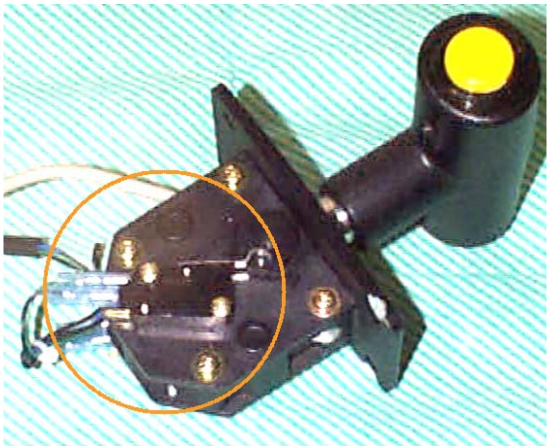
5. Remove the four tamperproof screws, lift out the Shift Lever Unit and withdraw it completely.

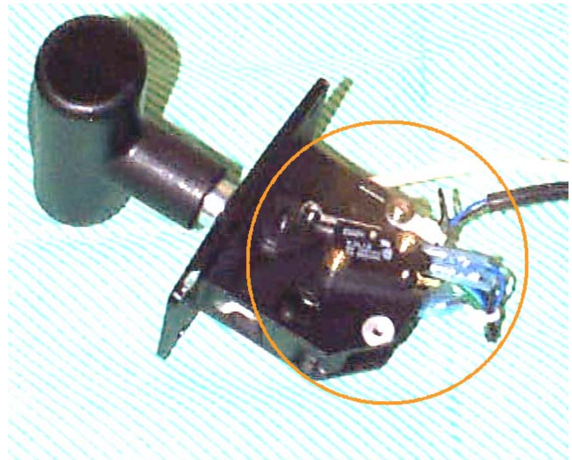


7. Reinstall in reverse order, ensuring the 'D' is at top.

3.11.2. SWITCH REPLACEMENT

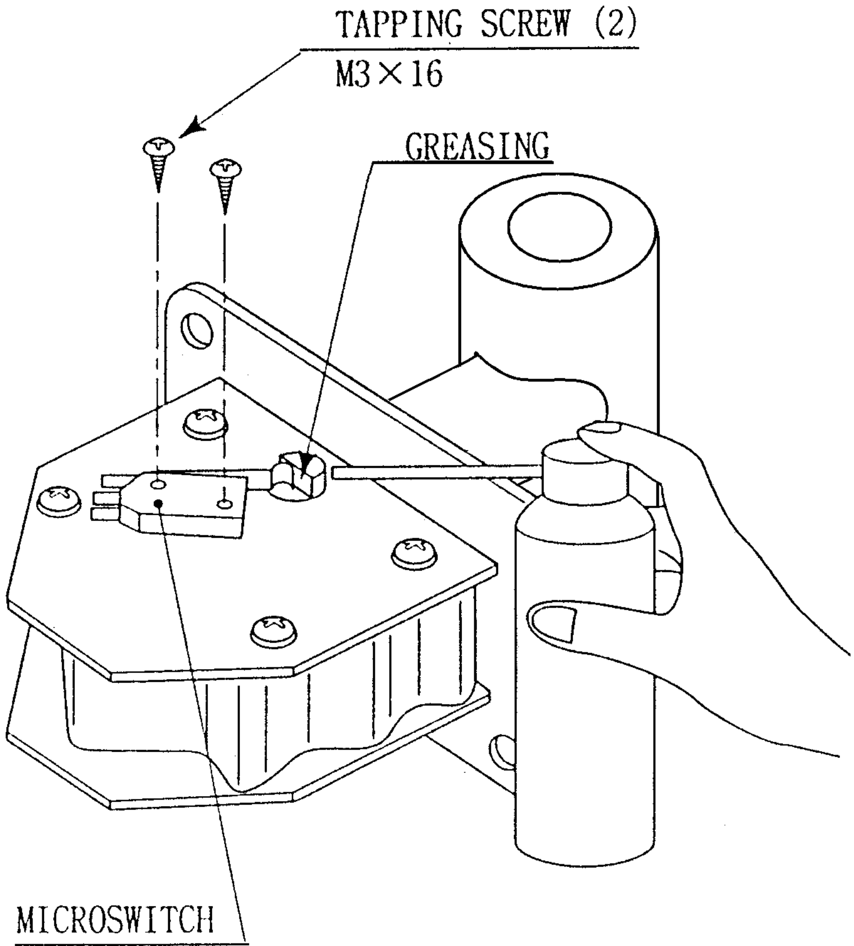
1. Disconnect the switch to be replaced.
2. Remove the two Tapping Screws (M3 x 16) to replace the microswitch.





3.11.3.GREASING

Use a proprietary synthetic lubricant to grease the microswitch - shifter contact points once every three months.



3.12. ACCELERATOR AND BRAKE



- Before performing work, be sure to turn power off. Working with power on can cause an electric shock or short circuit.
- Use care to ensure the wiring is not damaged. Damaged wiring can cause electric shock or short circuit.
- Touching parts of the machine other than those specified here can cause electric shock of short circuit.



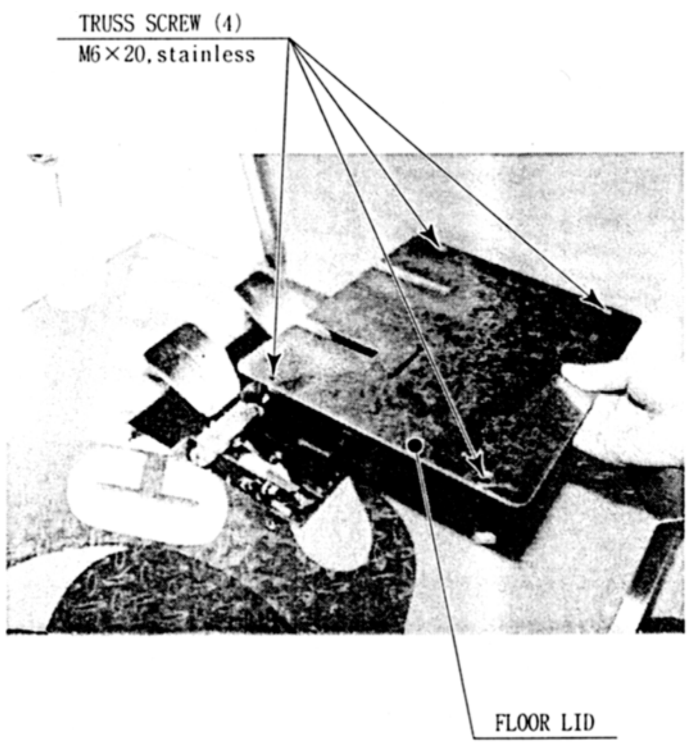
- This procedure to be carried out only by QUALIFIED SERVICE PERSONNEL.

If the operation of the Accelerator and Brake pedals is unsatisfactory and not remedied by adjustment of the VOLUME SETTING in the TEST MODE, the cause may be mesh failure of the Volume Gear or a faulty Volume potentiometer. Follow the procedure below to adjust the Volume Gear mesh or replace the Volume potentiometer.

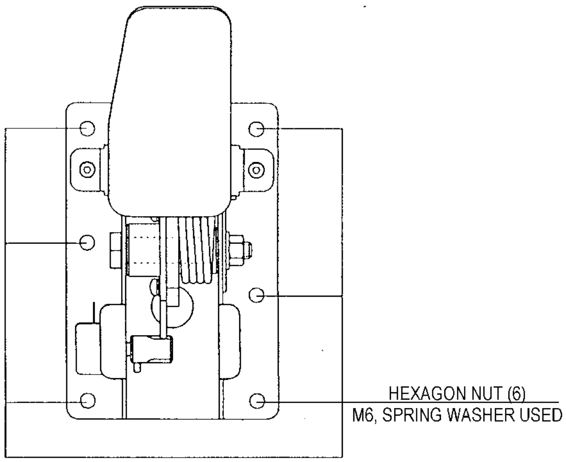
When the pedals are depressed fully, if the Volume shaft is rotating within the movable range, the Volume is not feared to be damaged. Use the procedure described herein to position the VR such that the correct values (refer to Section 5.3.5.) are displayed at both extremes of pedal travel.

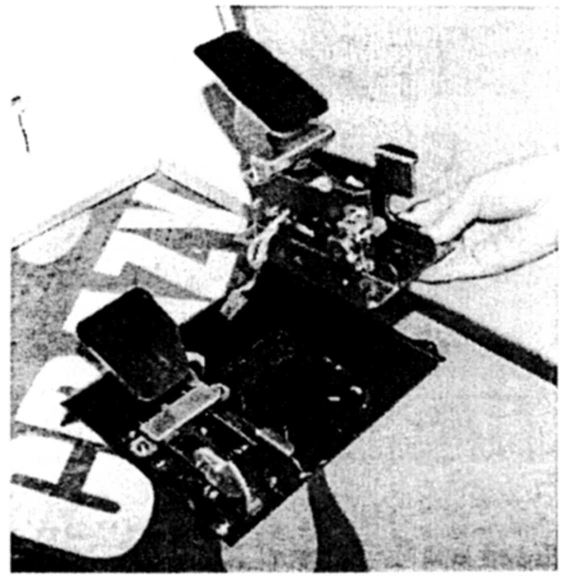
3.12.1.REMOVING THE ACCELERATOR AND BRAKE

1. Turn the power switch OFF and remove the IEC cable.
2. Take out the four truss screws and remove the Floor Lid.



3. Take out the six hexagon nuts to remove the Accelerator (or Brake) Unit.
4. Disconnect the Connector and remove the Accelerator (or Brake) Unit.

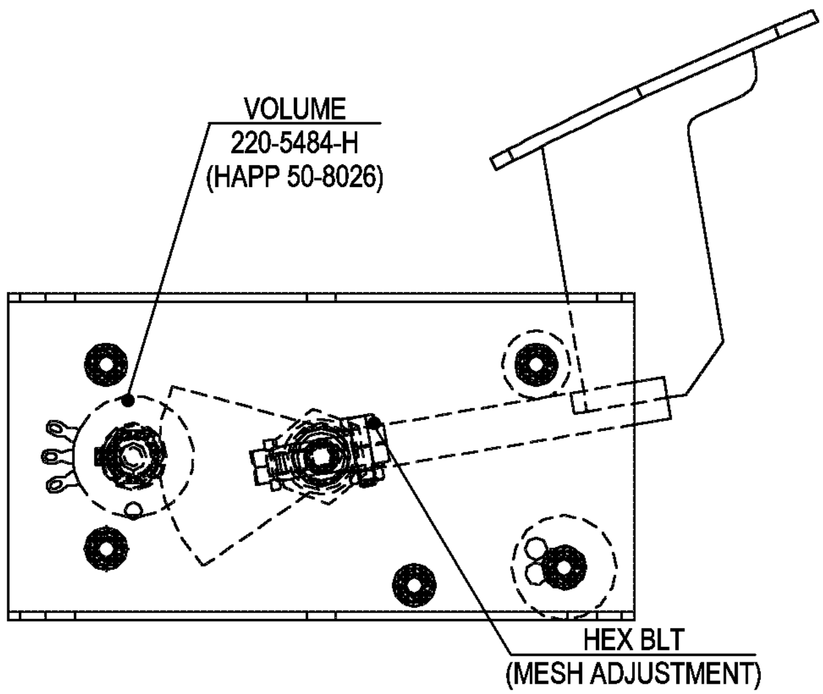




3.12.2.ADJUSTING OR REPLACING THE VOLUME

ADJUSTMENT:

1. Loosen the Hex Bolt shown, and adjust the angle for optimum gear mesh.
2. Check the setting in Section 5.3.



REPLACEMENT:

1. The Volume is panel mounted: remove by undoing the nut and withdrawing the shaft through the panel hole.
2. After replacing the Volume, engage the gears at the angle shown, and replace the nut.
3. Install the Accelerator (or Brake) Unit and connect the connector.
4. Re-install in reverse order and replace the Floor Lid and IEC Cable before turning power ON.
5. Check the setting in Section 5.3.

3.12.3. GREASING

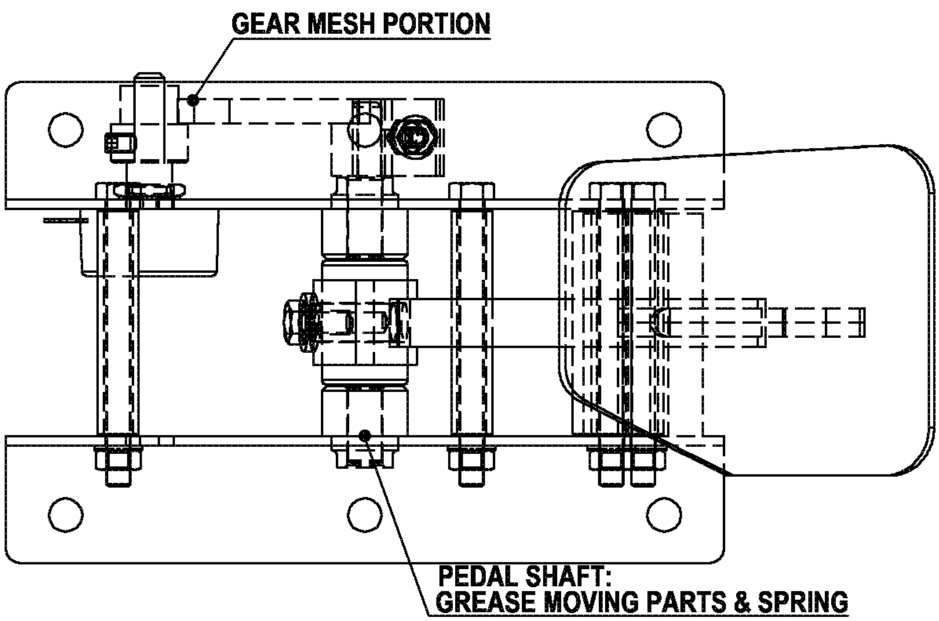


- When performing work, be sure to turn power off. Working with power on can cause an electric shock or short circuit.



- Use only synthetic grease (grease or spray) as plastic parts are used. Do not use mineral based greases.
- Applying grease to parts other than those specified can cause malfunctioning or quality deterioration of parts.

Apply grease to the gear mesh portion and pedal shaft once every three months. Use a proprietary synthetic lubricant.



3.13. REPLACEMENT OF FLUORESCENT LAMPS



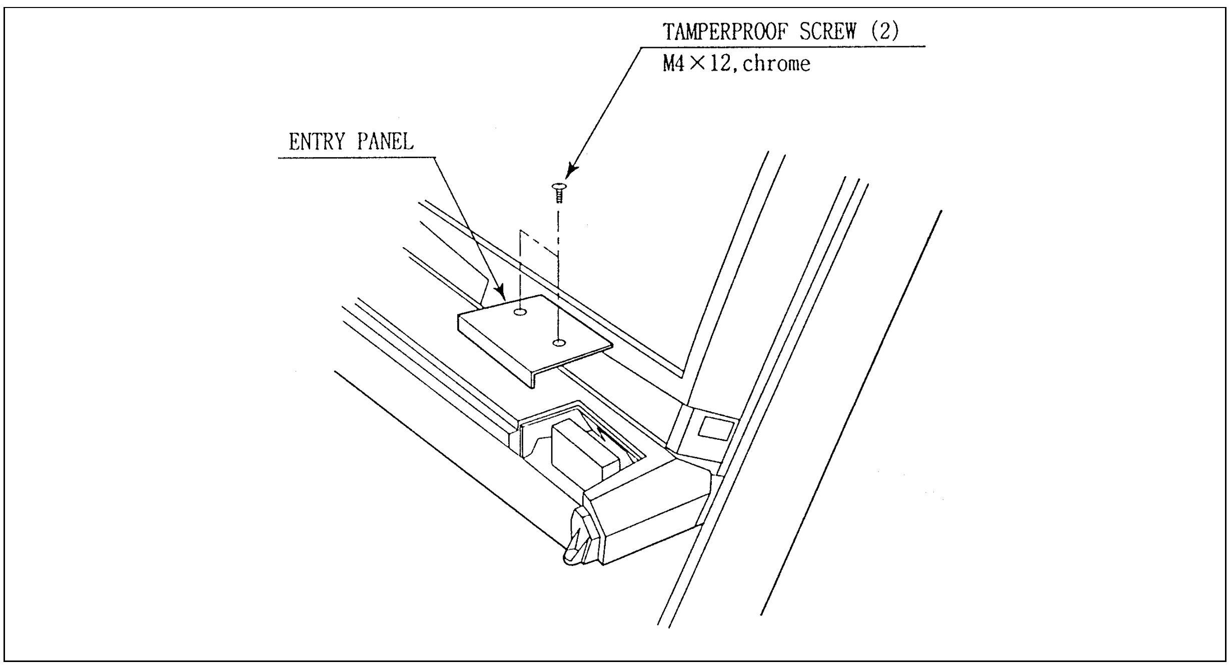
- Never touch places other than those specified. Touching places other than those specified can cause electric shock and short circuit. Disconnect the machine from the supply before attempting the replacement of any lamp.
- When performing work, be sure to turn power off. Working with power on can cause an electric shock or short circuit.
- Hot fluorescent lamps can cause burns. Be very careful when replacing them.
- Use a secure step to improve access to the upper parts of the cabinet.



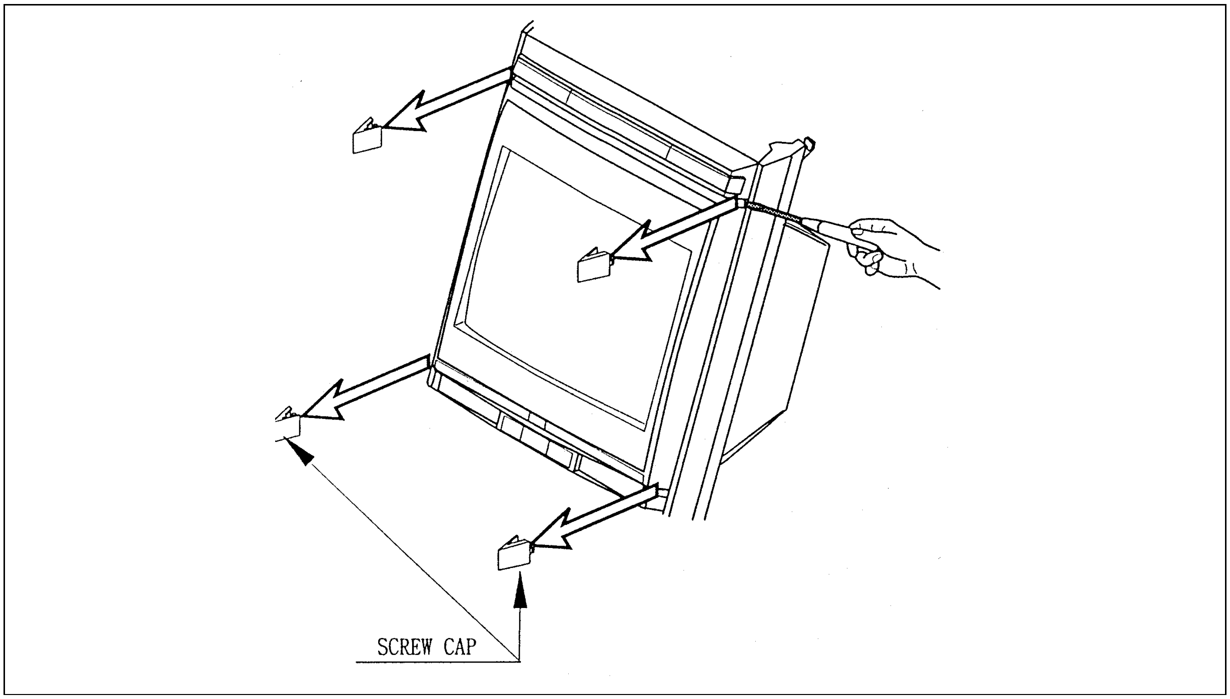
- Only QUALIFIED SERVICE PERSONNEL should replace lamps.

3.13.1.FRONT FLUORESCENT:

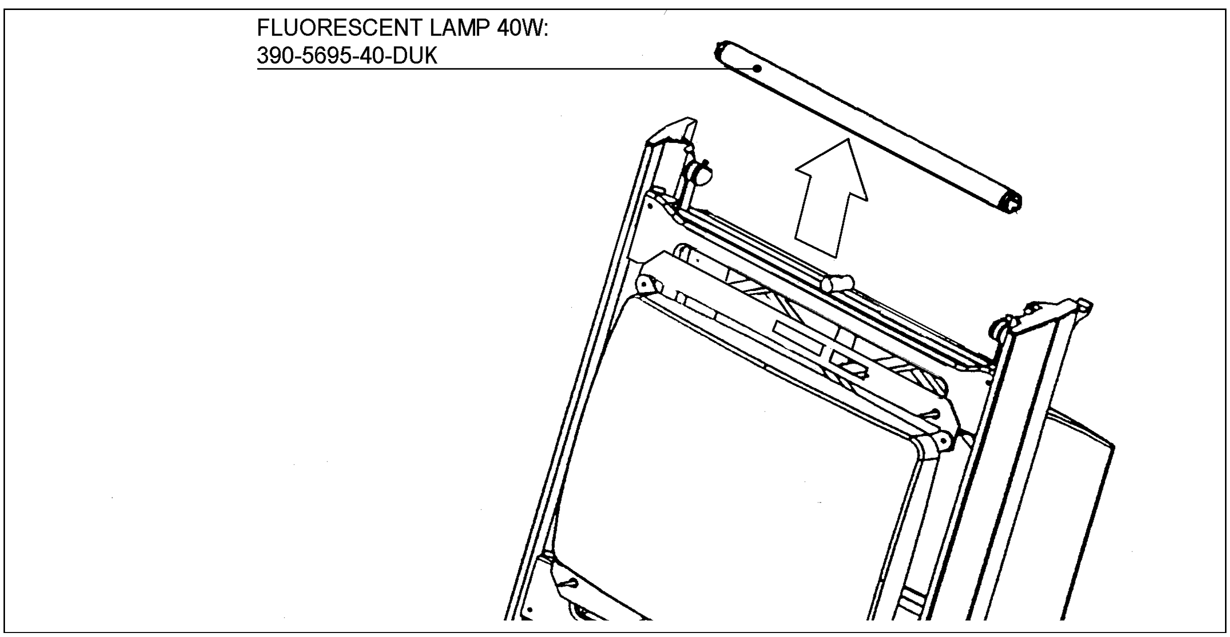
1. Turn power OFF at the Main Switch and remove the IEC lead.
2. Open the Control Panel (see Section 3.7).
3. Remove the two truss screws and open the entry panel.



4. By using a flat bladed screwdriver, remove the four screw caps from the front panel.



5. Take out the four tamperproof screws and the two lower screws, and carefully take off the Front Panel.
6. Remove the Billboard assembly as detailed in Section 3.10.2.
7. Remove the four screws and the Earth Link to allow the Billboard Holder to be removed.
8. To remove the Fluorescent lamp disconnecting the two end caps and withdraw the Lamp upwards through the two mounting clips.
9. After replacing the lamp, reassemble in reverse order, being sure to replace the Earth Link between the Billboard Holder and frame.



3.14. GAME BOARD



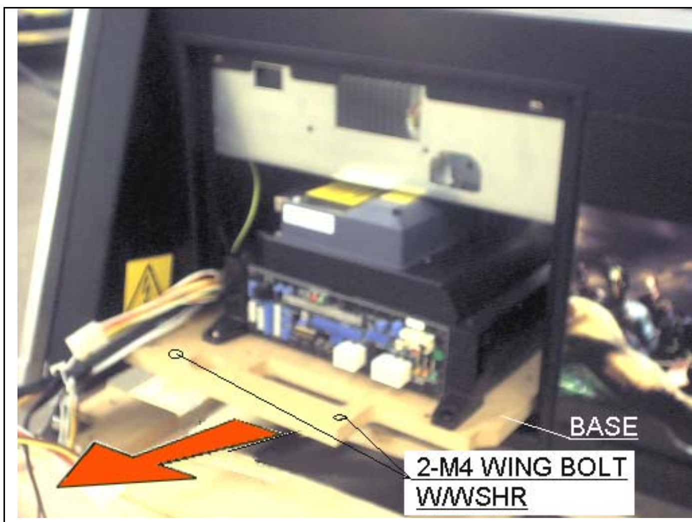
- When performing work, be sure to turn power off. Working with power on can cause an electric shock or short circuit.
- Be careful not to damage wiring. Damaged wiring can cause an electric shock or short circuit.
- The voltage/amperage ratings for the Game Board are 3.3V 12A, 5.0V 10A and 12V 2A. To avoid risk of fire, never use any board with supply requirements exceeding the above.
- When replacing the Game Board with one not of JAMMA standard, be sure to use only the harness supplied by the manufacturer of the Game Board. Using other harnesses constitutes a fire risk.



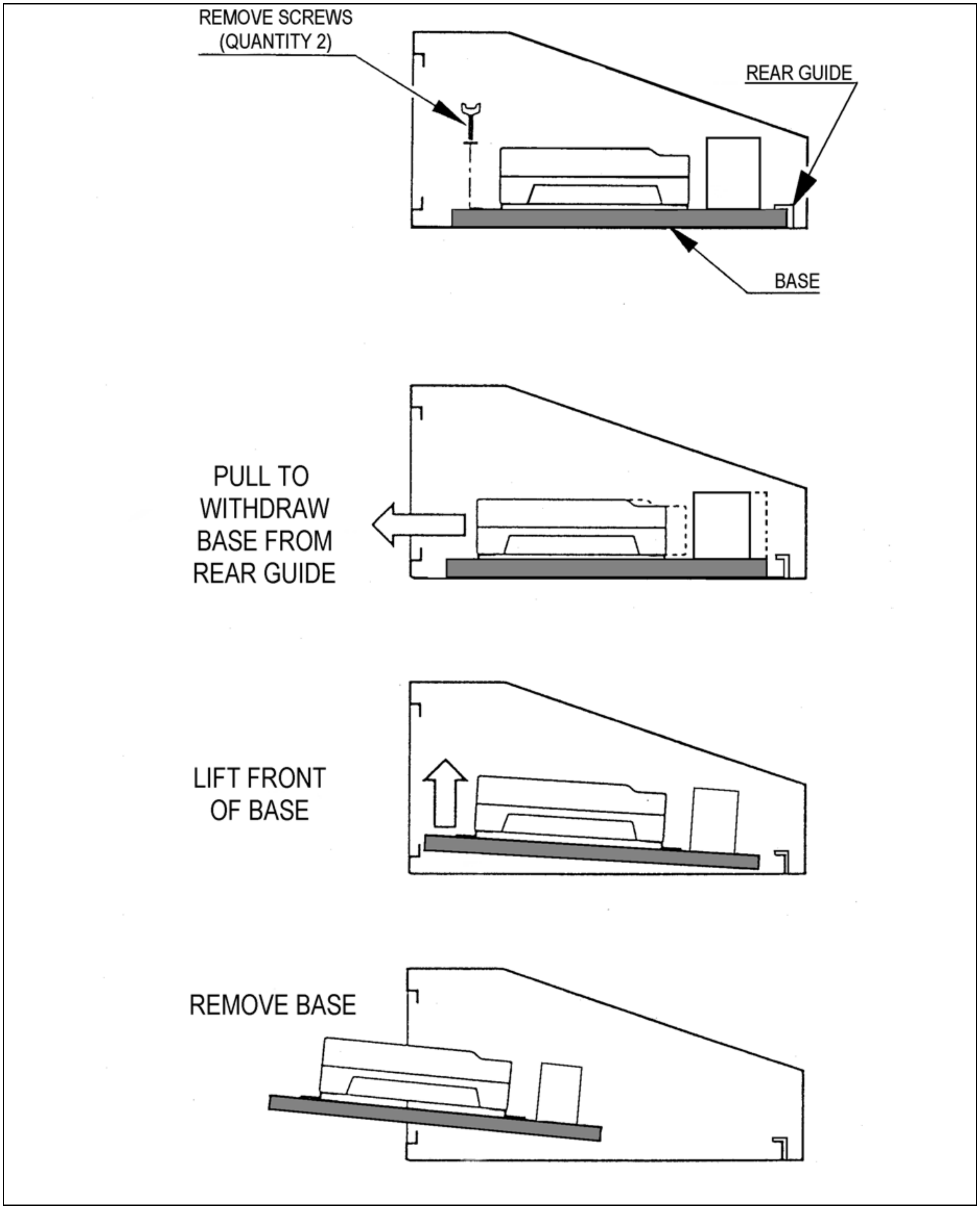
- Only QUALIFIED SERVICE PERSONNEL should carry out this operation.

3.14.1.TAKING OUT THE GAME BOARD

To take out the Game Board (NAOMI SHIELD CASE), remove together with the wooden base on which the Game Board is mounted. If the Game Board is faulty, return to SEGA within the original packaging provided. There are no user-serviceable parts inside.



1. Turn off the power.
2. Unlock and remove the Service Door.
3. Disconnect all harnesses linking the Game Board assembly to the cabinet.
4. Remove the two M4 wing bolts and carefully withdraw the assembly upwards and out through the service opening (see following page).



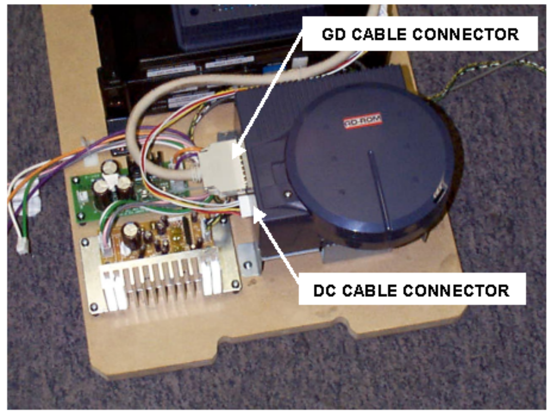
4. Take out the four screws and remove the Shield Case.

3.14.2.REMOVING THE GD-ROM DRIVE

Take out the ASSY MAIN BD from the cabinet and remove the GD-ROM Drive from the ASSY MAIN BD as follows:

1. Following the above procedure (steps 1 to 5), take out the ASSY MAIN BD.

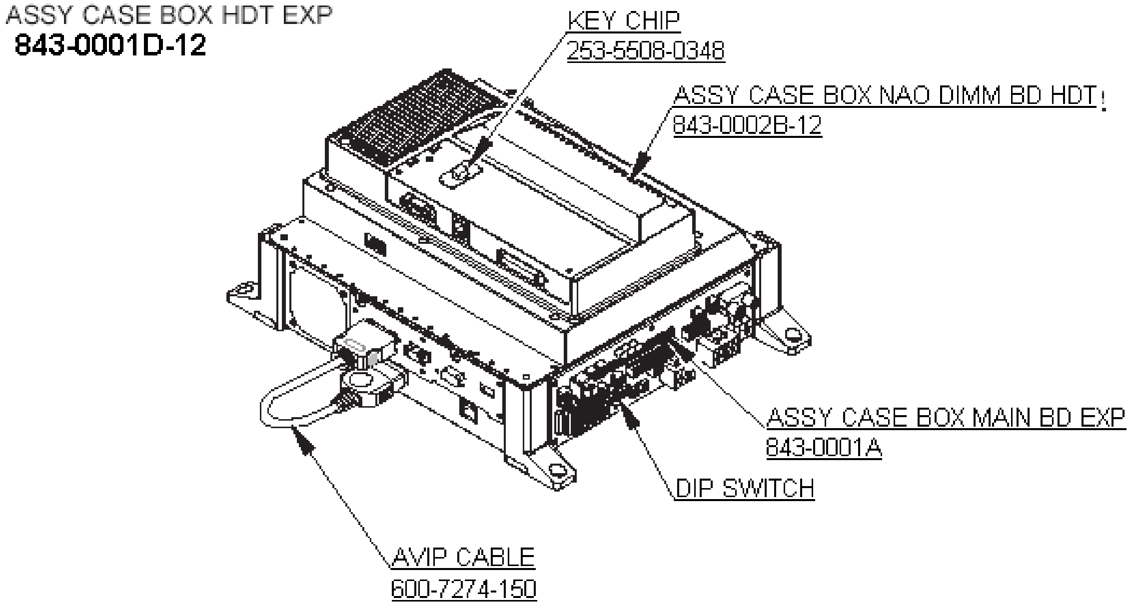
2. Remove the GD cable connector and the power cord connector from the GD-ROM Drive.



2. To remove the GD-ROM Drive, undo the 3 screws shown.
3. Reassemble in reverse order.

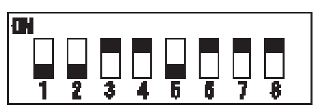


3.15. COMPOSITION OF THE GAME BOARD



DIP SW SETTING

Use this product with the DIP SW settings shown in the figure below.



3.16. TROUBLESHOOTING

STOP
IMPORTANT

- Only QUALIFIED SERVICE PERSONNEL should carry out these procedures.

If a problem occurs, first check the wiring connections.

PROBLEMS	CAUSE	COUNTERMEASURES
When the main switch is turned ON, the machine is not activated	The power is not ON.	Firmly insert the plug into the outlet.
	Incorrect power source/voltage.	Make sure that the power supply/voltage are correct.
	AC Unit CIRCUIT PROTECTION DEVICE (ie; fuse) was activated due to an instantaneous overcurrent.	First, remove the cause of overcurrent and reinstate the circuit protection device to its original status. Then identify the cause of the fault on the item which caused the overcurrent & fix.
The colour image on the screen is incorrect.	Incorrect monitor adjustment.	Make appropriate adjustments. Refer to the Monitor Service Manual supplied with this product.
The on-screen image of the monitor sways and/or shrinks.	The power source and voltage are not correct.	Make sure that the power supply and voltage are correct.
Sound is not emitted.	Sound volume adjustment is not correct.	Adjust the volume setting - refer to Section 5
	Malfunctioning BD and Amp.	Perform Sound Test to check it. Refer to the Service Manual supplied with the Game Board.
	Connector connection is incorrect.	Check connector connection from Base to Speaker/Woofer
The fluorescent lamp(s) does not light up.	Fluorescent lamp(s) needs replacement.	Replace the fluorescent lamp(s). Refer to Section 3.10
	The connector is disconnected.	Check connections - refer to Section 3.10.
Steering Wheel does not operate satisfactorily .	Steering Wheel deviation.	Adjust Volume value in the TEST MODE.
	Steering Wheel Volume malfunctioning.	Replace the Volume (see Section 3.7).
	ADJUST GEAR's engagement in not correct.	Adjust the engagement of ADJUST GEAR (see Section 3.7).
SHIFT LEVER doesn't operate satisfactorily.	Switch malfunctioning.	Replace the switch (see Section 3.8).
Operation of Accel & Brake Pedals is not satisfactory.	VR position deviated.	Adjust the VR value in the TEST MODE.
	VR malfunctioning.	Replace the VR (see Section 3.9).
	ADJUST GEAR's engagement is not correct.	Adjust the adjustment of ADJUST GEAR (see Section 3.9).

3.17. FUSES



- Never touch places other than those specified. Touching places other than those specified can cause electric shock and short circuit. Disconnect the machine from the supply before attempting the replacement of any fuse.



- Only QUALIFIED SERVICE PERSONNEL should replace FUSES.
- Only replace fuses with ones of the same value and type.

There are a number of fuses used on this machine to protect the user and the machine from damage. Only replace the fuse once you have removed the cause of its failure. Detailed below is a list of the fuses used, their location and if relevant PCB reference:

PART NUMBER	LOCATION	TYPE & DETAILS	QTY
514-5078-3150	STEREO AMP REF. F1, F2	5x20mm CERAMIC SB 3.15A	2
514-5078-4000	SWITCH REG REF. F1	5x20mm CERAMIC SB 4A	1
514-5078-5000	IEC INLET REF. F1	5x20mm CERAMIC SB 5A	1
838-11856CE-02	CONN. BD. REF. F1	5x20mm CERAMIC SB 6.3A	1

There are also fuses located on the Monitor PCB. Refer to the relevant Monitor manual supplied to reference these fuses.

4. PERIODIC CHECK AND INSPECTION

The items listed below require periodic check and maintenance to retain the performance of the machine and ensure safe operation:



- Be sure to check annually to see if the power cords are damaged, the plug is securely inserted and that there is no dust in the interior of the machine or between the socket and the power cord. Using the product in an unclean condition may cause a fire or electric shock.

DESCRIPTION	WHAT TO CHECK	INTERVAL
CABINET	Check Adjusters' contact with surface	Daily
MONITOR	Clean CRT face - (Do Not use water jet)	Weekly
	Check settings	Monthly
GAME BD	Setting check	Monthly
CONTROL PANEL	Input test	Monthly
Speaker, sound	Sound test, check volume adjustment	Monthly
COIN SELECTOR	Coin insertion test	Monthly
	Cleaning	Tri-Monthly
POWER SUPPLY CORD	Check condition	Annually
INTERIOR	Clean (Do Not use water jet)	Annually
CABINET SURFACE	Clean (Do Not use water jet)	As required

4.1. CLEANING THE CABINET SURFACES

When the cabinet surfaces are badly soiled, remove stains with a soft cloth dipped in water or chemical detergent (diluted with water) and squeezed dry - **DO NOT USE A WATER JET**. To avoid damaging surface finish, do not use such solvents as thinner, benzene, etc. (other than ethyl alcohol), abrasives or bleaching agents.

5. CONTENTS OF GAME

The following information assumes that the product is functioning satisfactorily. Should there be any discrepancies, a fault may have occurred. In this case, examine the machine to ascertain and eliminate the cause of the fault to ensure satisfactory operation.



The LED and fluorescent light behind the billboard are always lit when the unit is on. When advertising (waiting for customers), the unit displays the advertising screen and outputs sound through the two speakers and subwoofer. It is possible to disable sound output during advertising from Test Mode.

GAME OBJECTIVE:

In Crazy Taxi High Roller, the player plays the role of taxi driver, picking up customers scattered around the game field and driving them to other destinations. Each customer has his or her own time limit (shown above the customer when cab is rented), and the customer pays the fare (points) only if delivered within that time limit. Otherwise, the customer jumps out of the car without paying.
The player must do his best to transport as many customers and make as much money as possible before Game Time, shown in the upper left-hand corner, runs out. When Game Time reaches zero, the game is over.
The object of the game is to deliver as many customers as possible before Game Time runs out and to earn as much money as possible.

HOW TO OPERATE:
Start Button: Starts game after coin(s) have been inserted.
During game: When held for less than one second when carrying passengers, shows destination.
When held for more than one second when carrying passengers, changes arrow colour.
*Blue: Points in direction of destination *Green: Points to roads leading to destination

The Steering Wheel, **Accelerator** and **Brake Pedal** function as on a car.

Shifter T-Handle: All cars have automatic transmissions.
"D": Drive
"R": Reverse
The Gear Indicator in the lower right-hand corner of the game screen shows the gear currently selected.

Jump Button: Side of the shift lever. Makes the taxi jump (CRAZY HOP).

5.1. Playing the Game

1. Pick Up a Customer

Characters with dollar signs ("$") over their heads are potential customers. To pick up a customer, bring the taxi to a complete stop inside the circle (stop zone) that surrounds the customer. Once the taxi comes a full stop inside the zone, the screen changes and the customer gets into the cab automatically. Once the customer has been picked up, the time necessary to take the customer to his or her destination is added to the Game Time.



- Game Time: Game time remaining
- Total Money: Total money earned
- Gear Indicator: Gear currently selected (D=Drive, R=Reverse)
- $ Icon: Stop the taxi inside the circle to pick up customers

The colour of the $ icon indicates distance to the destination. From furthest to closest, the order of the colours is green, yellow-green, yellow, orange, and red. A number beneath the $ icon indicates a group of customers. The number, which ranges from two to four, indicates the number of people in the group.

2. Drive to the Destination

Use the arrow as a guide to take your customer to his or her destination.



- Directional Arrow: Points to the customer's destination.
- Fare: Fare owed by customer. Fares are settled when the customer gets out of the taxi.
- Customer Time Limit: You must get the customer to his or her destination within this time limit.

3. Drop Off the Customer

As in (1), you must bring the taxi to a complete stop within the destination stop zone. Once the taxi is brought to a stop, the screen switches to the evaluation screen and the customer exits the taxi automatically. The evaluation is based on the remaining customer time at the end of the ride.

- SPEEDY: Plenty of time left (large time bonus)
- NORMAL: Average amount of time left (regular time bonus)
- SLOW: Little time left (small time bonus)

After the bonus is calculated, it is added to the fare and the fare is added to your Total Score. Player rankings are shown once the total has been calculated.

Note: All customers in a group must make it to their destination for driver to receive fare.



- Destination Stop Zone: Bring the taxi to a complete stop inside this area to drop off your customers.

The object of the game is to earn CRAZY money by repeating the above 3 steps.

4. Running out of time

If the customer doesn't reach the destination in time, he or she will leap out of the cab without paying.



Boosting The Score

Shortcuts to destinations have been placed throughout the game. Learn the course maps and take advantage of the Crazy Hop shortcuts to get your customers where they need to be as quickly as possible.

Earning tips by entertaining your customers is a great way to boost your cash flow. There are three tricks that will put them in a tipping mood:

- Crazy Jump! Use the Crazy Hop, ramps, and other elevated obstacles to send your taxi airborne.
- Crazy Drift! Send your cab into a sliding drift when turning.
- Crazy Through! Get in close to other vehicles and squeeze past or fly over them.

Performing tricks in COMBO is the way to earn the big bucks. But if you crash into another car, you'll have to start over from scratch.

NOTE: Having to deliver everyone to the destination makes group customers more difficult, but since everybody chips on tips, group passengers can also provide huge money-making opportunities!

Crazy Driving

Crazy Taxi features dashes, drifts and other insane moves that can be unleashed with the right combination of gear shifts, jumps, steering, acceleration, and braking.

- **CRAZY DASH:** Send the cab screaming down the street.
  Shift into drive without touching either the accelerator or brake, and then slam on the gas.

- **CRAZY DRIFT:** Make the cab drift.
  While driving, shift into R, then immediately back to D, and then turn the steering wheel to the right or left.

- **LIMITER CUT:** Accelerate to maximum speed.
  Following a CRAZY DASH, release the accelerator and brake, shift into R and immediately back into D, and stamp on the gas.

- **CRAZY STOP:** Bring the cab to a screeching halt.
  Shift into R and slam on the brakes following a CRAZY DASH.

- **CRAZY HOP DASH:** Send your flying, CRAZY HOPPED taxi into reverse in midair.
  CRAZY HOP your stopped taxi and do a CRAZY DASH in midair.

- **CRAZY BACK DASH:** Send your taxi speeding in reverse.
  Shift into R without touching the accelerator and brake and stamp on the accelerator.

- **CRAZY BACK DRIFT:** Send the taxi into a 180° drift and drive in reverse.
  While driving, shift into D and back into R while turning the steering wheel to the right or left.

- **JUMP STOP:** Bring the cab to a screeching halt as it hits the ground.
  Execute a CRAZY STOP during a CRAZY HOP.

- **DRIFT CANCEL:** Stop drifting and accelerate out of a curve.
  Execute a CRAZY DASH during a CRAZY DRIFT.

- **DRIFT HOP:** Jump as the taxi turns for crazy speed when you hit the ground!
  Execute a CRAZY HOP during a CRAZY DRIFT.

5.2. Game Modes

Crazy Taxi High Roller has two game modes.

- Single Mode: For beginners. All customers appear by themselves.
- Group Mode: For advanced players. Customers can appear in groups, with greater difficulty and bigger rewards.

6. EXPLANATION OF TEST DATA AND DISPLAY

Use the switches inside the Control Panel to enter the TEST MODE. This will allow you to carry out post installation and periodic checks and adjustments. The following section details the function of each of the tests:

Refer to the service manual supplied with the Monitor for detailed instructions.

ITEM	DESCRIPTION	INTERVAL
INSTALLATION OF THE MACHINE	When the machine is installed perform the following checks: • Check to see that each setting is as per the standard settings input at the time of shipment. • In the INPUT TEST mode, check each switch and V.R. • In the OUTPUT TEST mode, check each of the lamps. • In the MEMORY TEST mode check all of the IC's on the IC BD.	Monthly
MEMORY	• On the TEST MENU screen choosing the MEMORY TEST allows self test to be performed. In this test RAM & ROM are tested.	Monthly
PERIODIC CHECKS	Periodically perform the following • MEMORY TEST. • Ascertain each setting. • In the INPUT TEST mode, test the control devices. • In the OUTPUT TEST mode, check each of the lamps.	Monthly
CONTROL SYSTEM	• In the INPUT TEST mode, check each switch and V.R. • Adjust or replace each switch and V.R.	Monthly
MONITOR	• In the C.R.T. TEST mode, check to ensure the monitor is adjusted correctly • Clean screen (switch off machine and remove the plug)	Monthly Weekly
IC BOARD	MEMORY TEST • In the SOUND TEST mode, check the sound related ROMs	Monthly
DATA CHECK	• Check such data as held in the bookkeeping screens, relating to number and length of plays	Monthly
EXTERIOR MAINTENANCE	• Clean surfaces	Monthly
COIN MECHANISM	• Check switch operation (if fitted)	Monthly

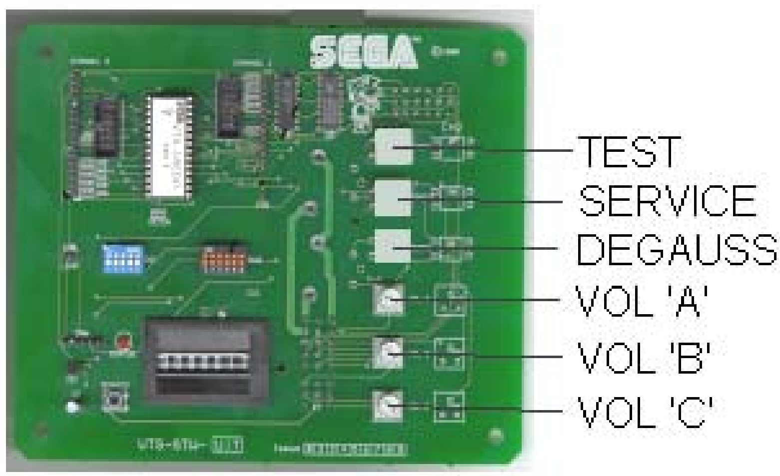
6.1. INTERNAL SWITCHES AND COIN METERS

CAUTION

- Never touch places other than those specified. Touching places not specified can cause electric shock and short circuits
- Be careful not to damage wiring. Damaged wiring can cause electric shock and short circuits.

STOP IMPORTANT

- Adjust to the optimum sound volume considering the environmental requirements of the installation location.
- If the COIN METER and the game board are electrically disconnected, game play is not possible.



Open the Coin Chute door to access the VTS PCB. The function of each switch is as follows.

TEST BUTTON (TEST SW)	Used to enter TEST mode. Also has function during TEST mode. Refer to the later section detailing TEST mode.
SERVICE BUTTON (SERVICE SW)	Gives credits without registering on the coin counter. Also used during TEST mode.
DEMAG	Eliminates colour unevenness from the monitor screen.
VOLUME CONTROL	Adjusts the volume of the speakers.

6.2. SYSTEM TEST MODE

6.2.1. EXPLANATION OF TEST AND DATA DISPLAY

Perform the tests and data check periodically when installing the machine initially or collecting cash, or when the machine does not function correctly. Perform checks in accordance with the explanations given in this section.

The following shows tests and modes that should be utilized as applicable.
This product's basic system consists of the Chihiro game board and the GD-ROM drive. The system enables you to play several games one after the other just by changing a GD-ROM disc that is to be set on the GD-ROM drive.

Therefore the product supports, the following 2 test modes:

(1) System test mode for an automatic self-diagnostic test (generally used by every product that contains the basic system) and a coin assignment (specifically used by this product)

and

(2) Game test mode for testing the input/output control devices and setting the difficulty level (specifically used by this product).

STOP IMPORTANT	• Any settings that are changed by users during TEST MODE are saved upon exiting TEST MODE with the EXIT command in the SYSTEM MENU. If the unit is powered off prior to exiting, changes to settings will not take effect. • You may not enter GAME TEST MODE while the unit is reading from or checking the GD-ROM. If error messages are displayed when exiting TEST MODE, you should power the unit off and on again. • In the manual for this product, "Media Board" and "DIMM" are one and the same. • Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.

6.2.2. SYSTEM TEST MENU MODE

System Test Mode can be used to check that the main circuit operations are correct, adjust Monitor colour, and perform coin/credit settings.
However, this product can only be used with the settings shown below.

SOUND TEST	- OUTPUT TYPE: STEREO
COIN ASSIGNMENTS	- COIN CHUTE TYPE: COMMON - SERVICE TYPE: COMMON
NETWORK SETTING (MEDIA)	- NETWORK TYPE: NONE

1. Press the TEST Button after powering on the unit to display the following SYSTEM MENU.

```
        SYSTEM MENU

      MEDIA BOARD TEST
      SYSTEM INFORMATION
      JVS TEST
      SOUND TEST
      C.R.T. TEST
      COIN ASSIGNMENTS
      CLOCK  SETTING
      NETWORK SETTING (CORE)
      NETWORK SETTING (MEDIA)
      ENTER GAME TEST
              [HOUSE OF THE DEAD 3]

  ➔   EXIT


      SELECT WITH SERVICE BUTTON
         AND PRESS TEST BUTTON
```

2. Press the SERVICE Button to move the cursor to the desired test item.
3. Move the cursor to the desired item and press the TEST Button to display each test screen.
4. Move the cursor to ENTER GAME TEST and press the TEST Button to enter the individual test menus for each game. Refer to "9-3 GAME TEST MODE".
5. When testing is complete, move the cursor to EXIT and press the TEST Button. The game advertisement screen should be displayed.

6.2.3. MEDIA BOARD TEST

STOP IMPORTANT	Powering off the system during the MEDIA BOARD TEST with a DIMM BOARD will erase the game programme data. It may be necessary to reload the data. Always wait for the test to complete before attempting to exit.

MEDIA BOARD TEST is used to check the memory and IC on the MEDIA BOARD connected to the Chihiro. Test screens and test times may differ depending on the type of MEDIA BOARD connected to the unit.
✱The following is the MEDIA BOARD TEST screen for a unit with a DIMM BOARD.

```
MEDIA BOARD TEST

VERSION        ****
STATUS         GOOD
CHECKING       100%

SYSTEM TEST
DIMM0          - GOOD
DIMM1          - GOOD
IC 34, 35S     - GOOD
IC10, 11S      - GOOD
GD DRIVE       - GOOD
-- COMPLETED --



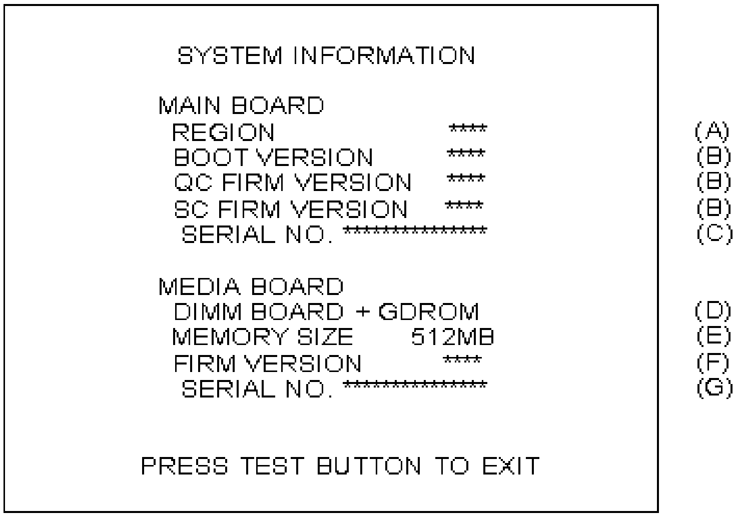
PRESS TEST BUTTON TO EXIT
```

1. MEDIA BOARD TEST begins immediately upon entering this test mode.
2. If "GOOD" is displayed to the right of each item, the MEDIA BOARD components are functioning properly.
3. After the test is complete, move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

6.2.4. SYSTEM INFORMATION

Use SYSTEM INFORMATION to check version and other information for system programmes. Screens may differ depending on the type of MEDIA BOARD connected to the unit.

✱The following is the SYSTEM INFORMATION screen for a unit with a DIMM BOARD.



Press the TEST Button to return to the SYSTEM MENU screen.

(A) REGION
The COUNTRY CODE of the MAIN BOARD.

(B) BOOT VERSION, QC FIRM VERSION, SC FIRM VERSION
Version information for the MAIN BOARD system programmes.

(C) SERIAL NO.
Serial number of the MAIN BOARD.

(D) DIMM BOARD + GDROM
Type of MEDIA BOARD. This example shows a DIMM BOARD with a GD-ROM DRIVE connected.

(E) MEMORY SIZE
Capacity of DIMM memory installed on the DIMM BOARD.

(F) FIRM VERSION
Version information for the DIMM BOARD system programme.

(G) SERIAL NO.
Serial number of the DIMM BOARD.

6.2.5. JVS TEST

JVS TEST is used to verify the specs of the I/O BOARD connected to the Chihiro and to run input tests.
I/O BOARD specs are displayed initially.
Screens may differ depending on the type of I/O BOARD connected to the unit.

```
                    JVS TEST
                   INPUT TEST
                   NEXT NODE
                 → EXIT
NODE                ****
NAME                *****************
                    I/O BD JVS
                    VER  ****
                    *********
CMD VER             1.1
JVS VER             2.0
COM VER             1.0
SWITCH              2 PLAYER(S) 13 BITS
COIN                2 SLOT
ANALOG              8 CH
ROTARY              0 CH
KEYCODE             0
SCREEN              X:0 Y:0 CH:0
CARD                0 SLOT
HOPPER OUT          0 CH
DRIVER OUT          6 CH
ANALOG OUT          0 CH
CHARACTER           CHARA: 0  LINE: 0

        SELECT WITH SERVICE BUTTON
          AND PRESS TEST BUTTON
```

(1) Use the SERVICE Button to move the cursor to the desired test item.

(2) Move the cursor to INPUT TEST and press the TEST Button to enter the INPUT TEST screen for the I/O BOARD currently displayed.

(3) When 2 or more I/O BOARDS are connected, move the cursor to NEXT NODE and press the TEST Button to enter the test screen for the next I/O BOARD. The lower the NODE number, the further away the node is from the Chihiro.

(4) Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

6.2.6. INPUT TEST Screen

```
            JVS TEST
           INPUT TEST

    NODE       1/1
      SYSTEM     00          (A)
      PLAYER 1   0000        (A)
      PLAYER 2   0000        (A)
      COIN 1     0000        (B)
      COIN 2     0000        (B)
      ANALOG 1   0000        (C)
      ANALOG 2   0000        (C)
      ANALOG 3   0000        (C)
      ANALOG 4   0000        (C)
      ANALOG 5   0000        (C)
      ANALOG 6   0000        (C)
      ANALOG 7   0000        (C)
      ANALOG 8   0000        (C)

 PRESS TEST AND SERVICE BUTTON TO EXIT
```

(5) On-screen values change according to the input from switches and the volume.

(A) SYSTEM, PLAYER
Values change with input from control panel/other switches.

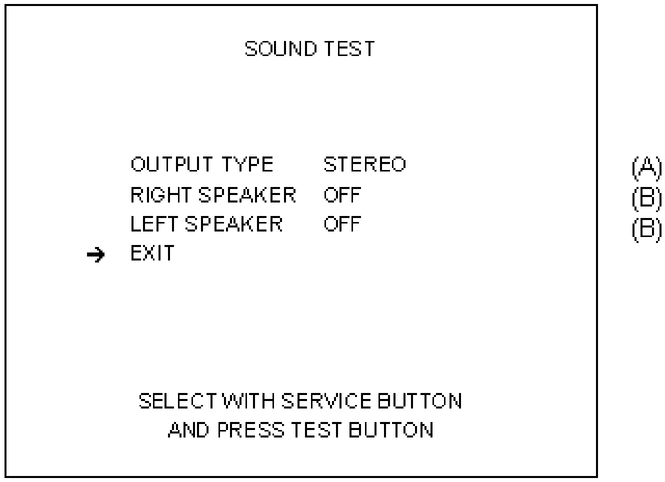
(B) COIN
Increases with input from the COIN SWITCH. The count is cleared when exiting TEST MODE.

(C) ANALOG
Displays analog values from "0000" to "FFFF".

(6) Press the SERVICE and TEST Buttons simultaneously to return to the JVS TEST main screen.

6.2.7. SOUND TEST

Use SOUND TEST to test sound output and to select the stereo/mono/surround setting.



(1) Use the SERVICE Button to move the cursor to the desired test item.

(2) Press the TEST Button to enter the selected item.

(A) OUTPUT TYPE (STEREO, MONO, SURROUND)
Select the sound output from the I/O PANEL audio output interface setting among STEREO, MONO and SURROUND.

(B) RIGHT/LEFT SPEAKER (ON, OFF)
When set to "ON", the test sends a beep to each audio output interface. Only the word "SPEAKER" is displayed when the OUTPUT TYPE is set to "MONO", and when set to "ON", the test sends the same beep to both the left/right audio output interfaces.
To test surround output, it is necessary to use a separate Audio Amp, and receive signal from a terminal not in use at the time of shipping.
Note: Not available with this product.

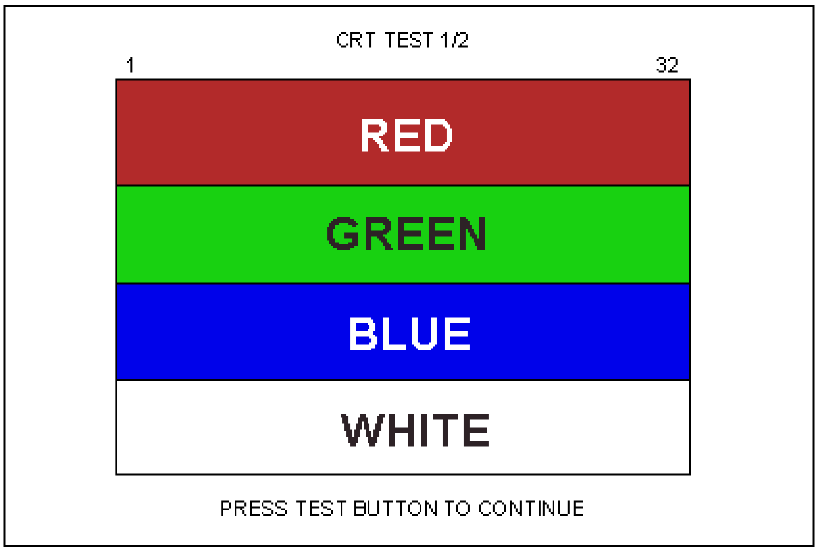
(3) Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

6.2.8. C.R.T. TEST

Use the C.R.T. TEST to adjust monitor colours and verify screen size.

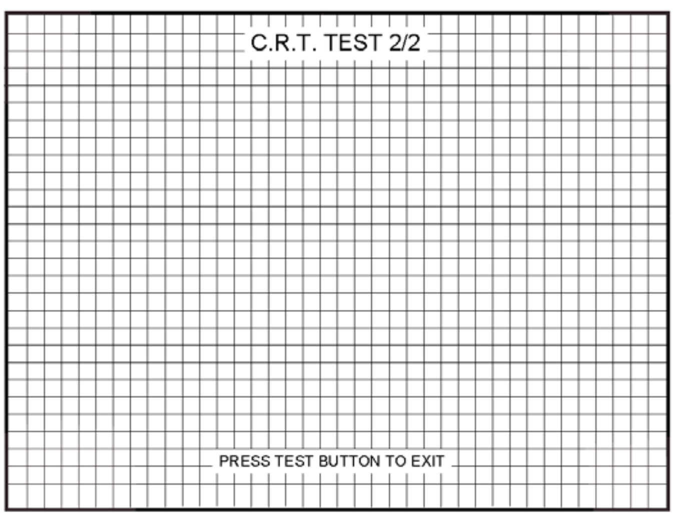
COLOUR CHECK Screen

(1) Monitor COLOUR CHECK screen is displayed initially.
Each of the colours (red, green and blue) is darkest at the far left and gets progressively lighter (32 steps) towards the right.
Monitor brightness is set correctly if the white colour bar is black at the left edge and white at the right edge.



(2) Press the TEST Button to proceed to the next page

SIZE CHECK Screen



(3) Adjust the CHECK GRID so that the entire GRID is displayed on the screen.

(4) Press the TEST Button to return to the SYSTEM MENU screen.

6.2.9. COIN ASSIGNMENTS

Use COIN ASSIGNMENTS to set the credit rate for each coin inserted.

(1) Use the SERVICE Button to move the cursor to the desired test item.

(2) Press the TEST Button to change the setting or to open the detailed settings.

(3) Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

```
        COIN ASSIGNMENTS

   COIN CHUTE TYPE      COMMON
   SERVICE TYPE        COMMON

   COIN CHUTE #1 COIN TO CREDIT RATE
   1 COIN(S) COUNT AS 1 CREDIT(S)
   COIN CHUTE #2 COIN TO CREDIT RATE
   1 COIN(S) COUNT AS 1 CREDIT(S)
   DETAIL SETTING
   GAME COST SETTING
 ➔EXIT

   SELECT WITH SERVICE BUTTON
     AND PRESS TEST BUTTON
```

COIN CHUTE TYPE - COMMON

```
              COIN ASSIGNMENTS

(A)   COIN CHUTE TYPE      INDIVIDUAL
(B)   SERVICE TYPE        INDIVIDUAL

(C)   COIN CHUTE #1 COIN TO CREDIT RATE
      1 COIN(S) COUNT AS 1 CREDIT(S)
(C)

(D)   DETAIL SETTING
(H)   GAME COST SETTING
    ➔EXIT

      SELECT WITH SERVICE BUTTON
        AND PRESS TEST BUTTON
```

COIN CHUTE TYPE - INDIVIDUAL

(A) COIN CHUTE TYPE (COMMON, INDIVIDUAL)
Adjust settings according to the specs of the cabinet COIN CHUTE.

COMMON
This is for cabinets where a single COIN CHUTE is used by multiple players.
Coins inserted by each player are treated as common credits.
Up to 2 COIN CHUTES (#1 and #2) may be used. The (C) COIN TO CREDIT RATE setting for COIN CHUTE #1 and #2 may be set differently.

INDIVIDUAL
This is for cabinets with individual COIN CHUTES for each player.
Coins inserted by each player are treated as individual player credits.
The (C) COIN TO CREDIT RATE setting is used by all COIN CHUTES.

(B) SERVICE TYPE (COMMON, INDIVIDUAL)
Use this to set the function of each SERVICE Button when there is more than one SERVICE Button.

COMMON
Pressing any SERVICE Button enters service credits for all players.

INDIVIDUAL
Pressing the SERVICE Button enters service credits only for the corresponding player.

(C) COIN TO CREDIT RATE
Set the CREDIT RATE for each coin inserted.
The "△ COIN(S) COUNT AS □ CREDIT(S)" setting indicates that "Inserting △ coins equals □ credits".
Set this to "FREE PLAY" to allow game play without credits.
When (A) COIN CHUTE TYPE is set to "COMMON", COIN CHUTE #2 settings are restricted to some extent by the settings for COIN CHUTE #1.

(D) DETAIL SETTING
This mode allows for more detailed credit rate settings than the (C) COIN TO CREDIT RATE setting.
Changes made in DETAIL SETTING override any (C) COIN TO CREDIT RATE settings.

DETAIL SETTING Screen

```
        COIN ASSIGNMENTS
        DETAIL SETTING
    COIN CHUTE #1 MULTIPLIER                     (E)
     1 COIN COUNT AS 1 COIN(S)
    COIN CHUTE #2 MULTIPLIER                     (E)
     1 COIN COUNT AS 1 COIN(S)
    BONUS ADDER          NO BONUS ADDER          (F)
    COIN TO CREDIT   1 COIN(S) 1 CREDIT          (G)
 ➔EXIT
   COIN CHUTE #1 OPERATION
   COIN    1 2 3 4 5 6 7 8 9
   CREDIT 1 2 3 4 5 6 7 8 9
   COIN CHUTE #2 OPERATION
   COIN    1 2 3 4 5 6 7 8 9
   CREDIT 1 2 3 4 5 6 7 8 9
     SELECT WITH SERVICE BUTTON
      AND PRESS TEST BUTTON
```

COIN CHUTE TYPE --- COMMON

```
          COIN ASSIGNMENTS
           DETAIL SETTING
    COIN CHUTE #1 MULTIPLIER
      1 COIN COUNT AS 1 COIN(S)


    BONUS ADDER         NO BONUS ADDER
    COIN TO CREDIT  1 COIN(S) 1 CREDIT
 ➔EXIT
   COIN CHUTE #1 OPERATION
   COIN    1  2  3  4  5  6  7  8  9
   CREDIT 1  2  3  4  5  6  7  8  9



     SELECT WITH SERVICE BUTTON
       AND PRESS TEST BUTTON
```

COIN CHUTE TYPE --- INDIVIDUAL

(E) COIN CHUTE MULTIPLIER
Use this to set how many coins will be counted for each coin inserted.
The "1 COIN COUNT AS △ COIN(S)" setting indicates that "Each coin will be counted as △ coins".
When the (A) COIN CHUTE TYPE is set to "COMMON", the setting may be set individually for COIN CHUTE #1 and #2.

(F) BONUS ADDER
Use this to set the number of coins calculated with the (E) COIN CHUTE MULTIPLIER setting that need to be inserted to get 1 bonus coin. When the (A) COIN CHUTE TYPE is set to "COMMON", the sum of the coins for COIN CHUTE #1 and #2 is used for the calculation.
The "△ COINS GIVE 1 EXTRA COIN" setting indicates that "For every △ coins, 1 bonus coin is given".
Set this to "NO BONUS ADDER" to disable bonus coins entirely.

(G) COIN TO CREDIT
Use this to set how many coins calculated with the (F) BONUS ADDER setting count as 1 credit.
The "△ COIN(S) 1 CREDIT" setting indicates that "Every △ coins equals 1 credit."

(H) GAME COST SETTING
Use this mode to set the number of credits required to start a game.
Screens may differ depending on the game.

```
        COIN ASSIGNMENTS
        GAME COST SETTING

  1 CREDIT TO START                  (I)
  1 CREDIT TO CONTINUE               (J)



➔EXIT

   SELECT WITH SERVICE BUTTON
     AND PRESS TEST BUTTON
```

(I) Set the number of credits required to start a game.

(J) Set the number of credits required to continue a game.

6.2.10.CLOCK SETTING

Use the SERVICE Button to move the cursor to the item to be set.

```
CLOCK SETTING

2002/11/28 (THU) 21:05:14

   YEAR
   MONTH
   DAY
   HOUR
   MINUTE
 → EXIT



SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON
```

(1) Move the cursor to the desired item and press the TEST Button to increase values.

(2) The max value for YEAR is "2099"; further increases return the value to "2000".

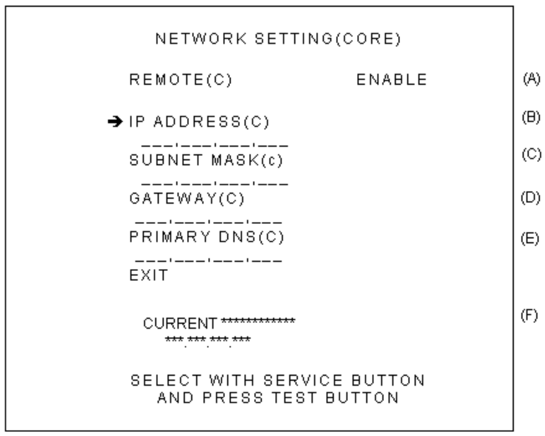
(3) Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

6.2.11.NETWORK SETTING (CORE)

Use the LAN PORT attached to the Main Board, and carry out the settings necessary for network communication.

***This game does not support network communication connections. ***

THIS OPTION IS FOR POSSIBLE FUTURE GAMES ONLY.
SELECT EXIT AND GO DIRECTLY TO THE NEXT TEST MODE.



(1) Use the SERVICE Button to move the cursor to the desired test item.
(When setting IP ADDRESS, SUBNET MASK, GAME WAY or PRIMARY DNS, use the underline as a guide.)

(2) Press the TEST Button to change the setting.

(3) Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

(A) REMOTE (C)

This sets up whether a communication setting is automatic or manual.
ENABLE: Sets the communication setting automatically.
DISABLE: Sets the communication setting manually.

(B) IP ADDRESS (C)

This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(C) SUBNET MASK (C)

This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(D) GATE WAY (C)

This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(E) PRIMARY DNS (C)

This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(F) CURRENT

This displays the present setting value during a set-up of each item [(B), (C), (D), (E)]. Pressing TEST Button on SET position, the settings are memorized and the screen is changed.

6.2.12.NETWORK SETTING (MEDIA)

Use NETWORK SETTING to establish and test network connections.
This is only displayed when a network enabled MEDIA BOARD is connected to the Chihiro.

!	***<u>This game</u> does not support network communication connections. *** THIS OPTION IS FOR POSSIBLE FUTURE GAMES ONLY. SELECT EXIT AND GO DIRECTLY TO THE NEXT TEST MODE.

Set (A) NETWORK TYPE to "NONE".

(1) Use the SERVICE Button to move the cursor to the desired test item.

(2) Press the TEST Button to change the setting or to open the detailed settings.

(3) Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

```
            NETWORK SETTING(MEDIA)

          NETWORK TYPE          ETHER           (A)

          SET IP ADDRESS                        (B)
          CLEAR NETWORK SETTING                 (C)
          NETWORK TEST                          (D)

     →    EXIT



          SELECT WITH SERVICE BUTTON
             AND PRESS TEST BUTTON
```

(A) NETWORK TYPE
Choose a type of the communication network.

NONE:	Sets that the communication system does not perform. Sets to NONE when you don't set the network system.
ETHER:	Sets ETHER for the communication network.
MOBILE:	Sets a mobile communication terminal for the communication network.
ETHER + MOBILE DEFAULT ETHER:	Set ETHER or MOBILE automatically for the communication network. Priority is given to ETHER.
ETHER + MOBILE DEFAULT MOBILE:	Set ETHER or MOBILE automatically for the communication network. Priority is given to MOBILE.

(B) SET IP ADDRESS
This sets up the details of the communication network. Depending on the NETWORK TYPE setting, the contents of setting vary. If setting to NONE, it does not appear.

❋ETHER Setting

```
SET IP ADDRESS 1/1

->REMOTE          ENABLE          (E)
  IP ADDRESS(E)                   (F)
    ___.___.___.___
  SUBNET MASK(E)                  (G)
    ___.___.___.___
  EXIT




    CURRENT ************          (I)
      ***.***.***.***
SELECT WITH SERVICE BUTTON
  AND PRESS TEST BUTTON
```

❋MOBILE Setting

```
SET IP ADDRESS 1/1

->IP ADDRESS(M)                   (H)
    ___.___.___.___
  EXIT






    CURRENT ************          (I)
      ***.***.***.***
SELECT WITH SERVICE BUTTON
  AND PRESS TEST BUTTON
```

❋ ETHER + MOBILE Settings

```
        SET IP ADDRESS 1/1

   ->REMOTE          ENABLE              (E)
     IP ADDRESS(E)                       (F)
       ___.___.___.___
     SUBNET MASK(E)                      (G)
       ___.___.___.___
     IP ADDRESS(M)                       (H)
       ___.___.___.___
     EXIT


       CURRENT ************              (I)
         ***.***.***.***
    SELECT WITH SERVICE BUTTON
      AND PRESS TEST BUTTON
```

(1) Use the SERVICE Button to move the cursor to the desired test item.
(When setting IP ADDRESS or SUBNET MASK, use the underline as a guide.)

(2) Press the TEST Button to change the setting.

(3) Move the cursor to EXIT and press the TEST Button to return to the NETWORK SETTING screen.

(E) REMOTE
This sets up whether a communication setting is automatic or manual.
ENABLE: Sets the communication setting automatically.
DISABLE: Sets the communication setting manually.

(F) IP ADDRESS (E)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(G) SUBNET MASK (E)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(H) IP ADDRESS (M)
This is one of the settings required for communication network. Set the number according to the Game Soft manual. After setting the number, press TEST Button on SET position to memorize the setting.

(I) CURRENT
This displays the present setting value during a set-up of each item [(F), (G), (H)]. Pressing TEST Button on SET position, the settings are memorized and the screen is changed.

(C) CLEAR NETWORK SETTING

Use this to return all values in the NETWORK SETTING to the default values and turn off network communication.

```
CLEAR NETWORK SETTING



->YES (CLEAR)
  NO (CANSEL)




SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON
```

To clear data, use the SERVICE Button to move the cursor to YES (CLEAR) and press the TEST Button. When the data has been cleared, the message "COMPLETED" is displayed.

Press the TEST Button again to return to the NETWORK SETTING main screen.

Move the cursor to NO (CANCEL) and press the TEST Button to return to the NETWORK SETTING main screen without clearing the data.

NETWORK TEST

In this test, the checking for the communication network can be performed.
Entering this test mode, checking starts immediately.

```
NETWORK TEST

VERSION  *.**
STATUS   GOOD
CHECKING 100%

**** MODE
CHECKING NETWORK
LOOPBACK - GOOD
GATEWAY -- N/A
SERVER --- N/A
-- COMPLETED --


PRESS TEST BUTTON TO EXIT
```

The display changes to "GOOD" when the checking is finished successfully, and changes to "BAD" when any problem is detected. If the connection is not permitted, the display will change to "N/A".
If you perform this test immediately after the setting change, it may not display the correct result. In this case, be sure to turn the power off and on, and enter this test mode again.

6.3. GAME TEST MODE

Select ENTER GAME TEST from the System Menu screen to display the Game Test Menu screen as follows.
Use the SERVICE Button to move the cursor to the desired test item.
Press the TEST Button to enter the selected item’s test.

```
            Crazy Taxi HighRoller
             [GAME TEST MENU]

        INPUT TEST
        OUTPUT TEST
        GAME ASSIGNMENTS
        I/O VOLUME SETTING
        SOUND RANGE SETTING
        BOOKKEEPING
        BACKUP DATA CLEAR
       ☞EXIT


-SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-
```

Performs test, adjustments and settings for each of the Game Test Menu screen items below.

- INPUT TEST: Tests each input device used in the game.
- OUTPUT TEST: Tests each output device used in the game.
- GAME ASSIGNMENTS: Adjusts game settings.
- I/O RANGE SETTING: Adjust input/output range for each game control device.
- SOUND VOLUME SETTING: Adjust sound volume.
- BOOKKEEPING: View all recorded game data.
- BACKUP DATA CLEAR: Erase all game records.

After selecting an item, read the explanations below regarding operation.

After performing tests and adjustments, return to the Game Test Menu screen, select EXIT and press the TEST Button. You will return to the System Menu screen.

Move the cursor to EXIT on System Menu screen and press the TEST Button to return to the Game Play screen.

6.3.1. INPUT TEST

Select INPUT TEST to display the following screen and check the status of input devices.
This test should be used periodically to check that each input device is functioning correctly.

Crazy Taxi HighRoller
[GAME TEST MENU -INPUT TEST]

DRIVE GEAR	OFF
REVERSE GEAR	OFF
JUMP	OFF
START	OFF
SERVICE	OFF
TEST	OFF
WHEEL	7eH
ACCEL	2fH
BRAKE	2fH

-PRESS TEST BUTTON AND SERVICE BUTTON TO EXIT-

Operate the WHEEL (steering wheel), ACCEL (accelerator), and BRAKE (brake pedal) to check that the values change appropriately and smoothly.

Input is normal if the display to the right of other each item changes from OFF to ON when each input device is operated.

Press the SERVICE and TEST Buttons simultaneously to return to the Game Test Menu screen.

6.3.2. OUTPUT TEST

Select OUTPUT TEST to display the following screen and check the status of each lamp.
This test should be used periodically to check that the lamps are functioning correctly.

Crazy Taxi HighRoller
[GAME TEST MENU -OUTPUT TEST]

START BUTTON	OFF	
LAMP NO.1	OFF	NOT USED
LAMP NO.2	OFF	NOT USED
LAMP NO.3	OFF	NOT USED
LAMP NO.4	OFF	NOT USED
EXIT		

-SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-

Perform the tests as follows.

START BUTTON: Select START BUTTON and press the TEST Button. The display to the right of the item will change to ON and the Start Button will flash.

Move the cursor to EXIT and press the TEST Button to return to the Game Test Menu screen.

6.3.3. GAME ASSIGNMENTS

Select GAME ASSIGNMENTS to display the current game settings and make changes.

```
Crazy Taxi HighRoller
[GAME TEST MENU  -GAME ASSIGNMENTS]

START TIME            50
TIME DIFFICULTY       3/8
GAME DIFFICULTY       4/8
ADVERTISE SOUND       ON
EXIT

-SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-
```

Perform the following settings for each item.

1. START TIME: Change the initial game time limit (GAME TIME). From shortest to longest, there are 8 choices: 35, 40, 45, 50, 55, 60, 65, and 70. (Default setting: 50)

2. TIME DIFFICULTY: Set the amount of bonus time added when a customer gets into the cab. From most difficult to easiest, the eight settings range from 1/8 to 8/8. (Initial setting: 3/8)

3. GAME DIFFICULTY: Set the game difficulty based on traffic volume. From most difficult to easiest, the eight settings range from 1/8 to 8/8. (Initial setting: 4/8)

4. ADVERTISE SOUND: You can set the advertise sound to ON or OFF.

Changes to settings are not enabled until Test Mode is exited. After changing settings, be sure to exit Test Mode.

After changing the settings, select EXIT and press the TEST Button to return to the Game Test Menu screen.

6.3.4. I/O RANGE SETTING

Select I/O RANGE SETTING to display the following screen. Perform the volume settings for the units to be used in the game. Use this mode when a control unit is not functioning properly or you want to change the parameters. The three configurable items are the STEER SETTING (steering wheel), ACCEL SETTING (accelerator), and BRAKE SETTING (brake).

□ Crazy Taxi HighRoller ■

[GAME TEST MENU -RANGE SETTING]

WHEEL SETTING AD_0 : **H

LEFT MAX **H ←→RIGHT MAX **H

ACCEL SETTING AD_1 : **H

MIN **H ←--→ MAX **H

BRAKE SETTING AD_1 : **H

MIN **H ←--→ MAX **H

SETUP

→EXIT

-SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-

Select SETUP with the SERVICE Button and press the TEST Button. The “SETUP EXIT” option will appear. Here you may set the maximum and minimum values for each range.

1. Turn the handle all the way to the right to set the RIGHT MAX value.
2. Turn the handle all the way to the left to set the LEFT MAX value.
3. Press the accelerator all the way down to set the ACCEL SETTING MAX.
4. Press the brake all the way down to set the BRAKE SETTING MAX.

<Recommended values>

- Steering Wheel: Centered (straight)… 80
- Accelerator: When released …… 30
- Brake: When released …… 30

The values adjust the volume position to within a range of ± 04H.

After changing the settings, select “SETUP EXIT” and press the TEST Button to finish the I/O RANGE SETTING adjustments.

Press the TEST Button when everything has been checked. You will return to the Game Test Menu screen.

6.3.5. SOUND VOLUME SETTING

Select SOUND VOLUME SETTING on the Game Test Menu screen to display the following screen and make changes the sound volume in the game.
(Use “c. GAME ASSIGNMENTS” to turn advertising sound ON and OFF. Advertising sound cannot be turned on and off here.)

```
                Crazy Taxi HighRoller
          [GAME TEST MENU  -SOUND VOLUME]

         BGM VOLUME          7/8
         SE VOLUME           4/8
         VOICE VOLUME        6/8
        EXIT

-SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-
```

The following settings may be changed. Each has nine possible settings, from 0/8 (silent) to 8/8 (loud).

1) BGM VOLUME: Change volume of the game’s background music. (Initial setting: 7/8)

2) SE VOLUME: Change special effects sound volume (engine noises, crashes, etc.). (Initial setting: 4/8)

3) VOICE VOLUME: Change voice volume (cabbies, customers, etc.). (Initial setting: 6/8)

After changing the settings, select EXIT and press the TEST Button to return to the Game Test Menu screen.

6.3.6. BOOKKEEPING

Select BOOKKEEPING on the Game Test Menu screen to display the five screens of operating status data.

Crazy Taxi HighRoller
[GAME TEST MENU -BOOKKEEPING 1/5]

COIN1	0
COIN2	0
TOTAL COINS	0
COIN CREDITS	0
SERVICE CREDITS	0
TOTAL CREDITS	0

-PRESS TEST BUTTON TO CONTINUE-

The display items for the screen (Page 1 of 5) are as follows.

1. COIN 1: The number of coins inserted into Coin Slot 1.
2. COIN 2: The number of coins inserted into Coin Slot 2.
3. TOTAL COINS: The total number of coins inserted into the coin slots.
4. COIN CREDITS: The number of credits for the coins inserted.
5. SERVICE CREDITS: The number of credits input by the SERVICE Button.
6. TOTAL CREDITS: The total number of all credits.

Press the TEST Button to display the next screen.

Crazy Taxi HighRoller
[GAME TEST MENU -BOOKKEEPING 2/5]

NUMBER OF GAMES	0
TOTAL TIME	0H00M00S
PLAY TIME	0H00M00S
AVERRAGE PLAY TIME	0H00M00S
LONGEST TIME	0H00M00S
SHORTEST TIME	0H00M00S

-PRESS TEST BUTTON TO CONTINUE-

The display items for the screen (Page 2 of 5) are as follows.

1. NUMBER OF GAMES: The total number of games played.
2. TOTAL TIME: The amount of time the unit has been in operation.
3. PLAY TIME: The amount of time the game has been played.
4. AVERAGE PLAY TIME: The average play time for one game.
5. LONGEST PLAY TIME: The longest play time for one game.
6. SHORTEST PLAY TIME: The shortest play time for one game.

Press the TEST Button to display the next screen (Page 3 of 5).

TIME HISTOGRAM shows the number of plays and the respective play times. This histogram should be referred to when setting the Game Difficulty.
The TIME HISTOGRAM is shown on two screens.

Crazy Taxi HighRoller
[GAME TEST MENU -BOOKKEEPING 3/5]
-TIME HISTGRAM 1/2-
00M00S - 00M29S 0
00M30S - 00M59S 0
01M00S - 01M29S 0
01M30S - 01M59S 0
02M00S - 02M29S 0
02M30S - 02M59S 0
03M00S - 03M29S 0
03M30S - 03M59S 0
04M00S - 04M29S 0
04M30S - 04M59S 0
05M00S - 05M29S 0
05M30S - 05M59S 0
06M00S - 06M29S 0
06M30S - 06M59S 0
07M00S - 07M29S 0
07M30S - 07M59S 0
08M00S - 08M29S 0
08M30S - 08M59S 0
09M00S - 09M29S 0
09M30S - 09M59S 0
OVER 10M00S 0
-PRESS TEST BUTTON TO CONTINUE-

This displays play times on a scale from 0M00S to 9M59S with 30-second intervals. All play times over ten minutes are included in the item OVER 10M00S.

Press the TEST Button to display the next screen (Page 4 of 5).

Crazy Taxi HighRoller
[GAME TEST MENU -BOOKKEEPING 4/5]
-TIME HISTGRAM 2/2-
10M00S - 10M59S 0
11M00S - 11M59S 0
12M00S - 12M59S 0
13M00S - 13M59S 0
14M00S - 14M59S 0
15M00S - 15M59S 0
16M00S - 16M59S 0
17M00S - 17M59S 0
18M00S - 18M59S 0
19M00S - 19M59S 0
20M00S - 20M59S 0
21M00S - 21M59S 0
22M00S - 22M59S 0
23M00S - 23M59S 0
25M00S - 24M59S 0
26M00S - 26M59S 0
27M00S - 27M59S 0
28M00S - 28M59S 0
29M00S - 29M59S 0
OVER 30M00S 0
-PRESS TEST BUTTON TO CONTINUE-

This displays play times on a scale from 10M00S to 29M59S with 1-minute intervals. All play times over thirty minutes are included in the item OVER 30M00S.

Press the TEST Button to display the next screen.

Crazy Taxi HighRoller

[GAME TEST MENU -BOOKKEEPING 5/5]

-FAVORITE CHARACTER-

AXEL . . . 0	ANGEL . . . 0	SLASH . . . 0
B.D.JOE . . . 0	BIXBITE . . . 0	ICEMAN . . . 0
GENA . . . 0	MRS.VENUS . . . 0	CINNAMON . . . 0
GUS . . . 0	ZAX . . . 0	HOT-D . . . 0

-FAVORITE CAR TYPE-

NORMAL CAR . . . 0
BIKE . . . 0
STROLLER . . . 0
CARRIAGE . . . 0

-PRESS TEST BUTTON TO EXIT-

The display items for the screen (Page 5 of 5) are as follows.

1. FAVOURITE CHARACTER: Shows number of times each character has been used.

2. FAVOURITE CAR: Shows number of times each vehicle has been used.
The player can also unlock the Bike, Stroller and Carriage.

Press the TEST Button after viewing/checking all of the pages. You will return to the Game Test Menu screen.

6.3.7. BACKUP DATA CLEAR

Select BACKUP DATA CLEAR to clear the contents of BOOKKEEPING and Ranking Data.

```
            Crazy Taxi HighRoller
     [GAME TEST MENU  -BACKUP DATA CLEAR]

     CLEAR BOOKKEEPING
     CLEAR RANKING DATA
    EXIT



-SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-
```

The following data may be cleared.

1. CLEAR BOOKKEEPING: Delete all BOOKKEEPING data.
2. CLEAR RANKING DATA: Delete all RANKING DATA.

Use the SERVICE Button to move to the data that you wish to clear and press the TEST Button. The options YES (CLEAR) or NO (CANCEL) will then appear.

To clear data, use the SERVICE Button to move the cursor to YES (CLEAR) and then press the TEST Button. When the data has been cleared, the message "COMPLETED" will be displayed.
Press the TEST Button again to return to the Game Test Menu screen.

Move the cursor to NO (CANCEL) and press the TEST Button to return to the Game Test Menu screen without clearing the data.

7. COIN MECH INSTALLATION AND CREDIT BOARD SET UP

7.1. INTRODUCTION

A VTS board controls game credits between the Coin Mechanism and the game board for this machine. This electronic circuit allows the price of play to be set for a range of different countries. These functions are set on Dual In Line (DIL) PCB mounted switches.

SW1 is used to set the currency (or coin ratio) and SW3 the price of play. Refer to the Tables on the following pages for the correct settings for your environment.

The *VTS* board pictured below is mounted in the Coin Chute Tower.

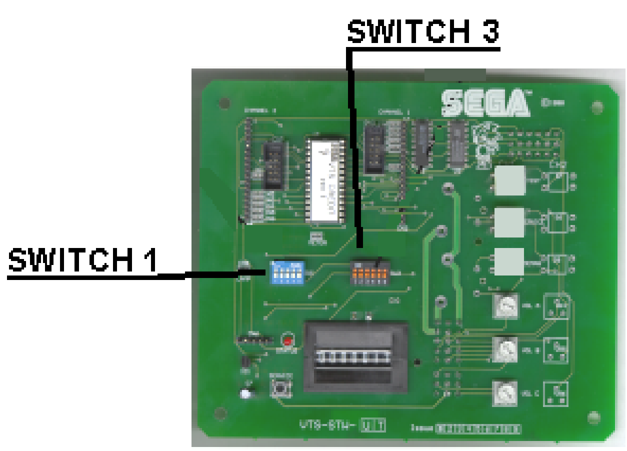
The *VTS* board is connected to the coin validator and lamps via a dedicated wiring harness depending upon the coin validator used:

Wiring Harness	Validator	
LM1006	Coin Controls	(15 way connector)
LM1007	Mars	(13 way connector)
LM1008	Mechanical	See note 2
N/A	NRI	See note 1

Notes

1. If NRI mechanisms are to be used, these should be ordered with the highest denomination coin on coin path #1 and the lowest denomination on coin path #4. The *VTS* board should be then be set up for either the UK or Switzerland settings. A minimum connecting lead length of 600mm is required.
2. Mechanical coin mechanisms may be connected in parallel allowing two identical mechanisms to be fitted.

The VTS Board



Credit Board Mode Settings Switch 3																			
Country	Setting	Switch 3 Setting						Coin Validator Programming								C120/SR3 Only			
		SW1	SW2	SW3	SW4	SW5	SW6	COIN1	COIN2	COIN3	COIN4	COIN5	COIN6	COIN7	COIN8	COIN9	COIN10	COIN11	COIN12
UK	Coin Controls C220 Parallel	OFF	OFF	OFF	OFF			£1	50p new	20p	10p	-	50p old	-	-				
UK	Coin Controls C220 Binary	ON	OFF	OFF	OFF			£1	50p new	20p	10p	-	50p old	-	£2				
UK	Coin Controls C220 Binary	OFF	ON	OFF	OFF			£1	50p new	20p	10p	-	£2	-	50p old				
UK	Coin Controls SR3 Parallel	ON	ON	OFF	OFF			£1	50p new	20p	10p	-	£2	-	50p old	-	-	-	-
UK Euro	Coin Controls SR3 Parallel	OFF	OFF	ON	OFF			£2 €2	£1 €1	50p new 50¢	20p 20¢	10p 10¢	-	-	-	50p old	-	-	-
UK	Mars ME/MS 111 Parallel	ON	OFF	ON	OFF			£1	£2	20p	10p	50p new	50p old						
UK	NRI Parallel	OFF	ON	ON	OFF			10p	20p	50p	£1	£2	-						
Belgium	Parallel	ON	ON	ON	OFF			-	50BFr	20BFr	5BFr								
Holland	Parallel	OFF	OFF	OFF	ON			-	5NLG	2.5NLG	1NLG								
Austria	SR3 Parallel	ON	OFF	OFF	ON			20Sch	10Sch	5Sch	1Sch								
Spain	Coin Controls C220 Binary	OFF	ON	OFF	ON			500Pta	200Pta	100Pta	50Pta	25Pta	200Pt old	50Pta old	25Pta old				
Spain	SR3/NRI Parallel	ON	ON	OFF	ON			500Pta	200Pta	100Pta	50Pta	25Pta	-	-	200Pta	-	50Pta old	25Pta old	-
Spain	Coin Controls C220 Parallel	OFF	OFF	ON	ON			100Pta	50Pta new	-	25Pta new	-	50Pta old	-	25Pta old				
Portugal Euro	Parallel	ON	OFF	ON	ON			200Es €1	100Es 50¢	50Es	-	-	-	-	-				
	TBA					OFF		TBA					**Please Note** The credit board automatically sets the validator for parallel and binary operation through an output on pin 8 of the 17 way pinstrip. For the feature to work it is necessary for the validator interconnecting cable to include at wire at this position						
						ON		TBA											
	Channels						OFF	Direct Mode											
							ON	2 channel Mode											

Note: These switch settings are under constant review and may change due to world currency updates.

- Set SW 1 according to the option settings found in the relevant Price of Play Settings Table on the following pages.
- For Germany (DM), France (Fr) & Switzerland (SFr), use the appropriate existing setting shown above (from another country) that matches the coin ratios programmed into your coin mech.
- Set SW 3 on the *VTS* /Excel board as shown in the table above corresponding to the country required.

7.1.1. PRICE OF PLAY SETTINGS UK

	Price	Bonus			DIL Switch 1				
					Switch 1	Switch 2	Switch 3	Switch 4	Switch 5
1	10p	No Bonus			OFF	OFF	OFF	OFF	OFF
2	10p	6 = 50p			**ON**	OFF	OFF	OFF	OFF
3	20p	No Bonus			OFF	**ON**	OFF	OFF	OFF
4	20p	3 = 50p	6 = £1	12 =£2	**ON**	**ON**	OFF	OFF	OFF
5	30p	No Bonus			OFF	OFF	**ON**	OFF	OFF
6	30p	1.66 = 50p	4 = £1	8 = £2	**ON**	OFF	**ON**	OFF	OFF
7	30p	2 = 50p	4 = £1		OFF	**ON**	**ON**	OFF	OFF
8	30p	AMLD *	3 = £1	6 = £2	**ON**	**ON**	**ON**	OFF	OFF
9	40p	No Bonus			OFF	OFF	OFF	**ON**	OFF
10	40p	1.25 = 50p	3 = £1	6 = £2	**ON**	OFF	OFF	**ON**	OFF
11	50p	No Bonus			OFF	**ON**	OFF	**ON**	OFF
12	50p		3 = £1	6 = £2	**ON**	**ON**	OFF	**ON**	OFF
13	50p		2 = £1	5 = £2	OFF	OFF	**ON**	**ON**	OFF
14	60p	No Bonus			**ON**	OFF	**ON**	**ON**	OFF
15	60p		2 = £1	4 = £2	OFF	**ON**	**ON**	**ON**	OFF
16	80p	No Bonus			**ON**	**ON**	**ON**	**ON**	OFF
17	80p	1.25 = £1	2 = £1.50	2.5 = £2	OFF	OFF	OFF	OFF	**ON**
18	£1	No Bonus			**ON**	OFF	OFF	OFF	**ON**
19	£1		3 = £2		OFF	**ON**	OFF	OFF	**ON**
20	£1		2 = £2	5 = £4	**ON**	**ON**	OFF	OFF	**ON**
21	£1.50	No Bonus			OFF	OFF	**ON**	OFF	**ON**
22	£1.50		2 = £2		**ON**	**OFF**	**ON**	OFF	**ON**
23	£2	No Bonus			OFF	**ON**	**ON**	OFF	**ON**
24	£2			3 = £5	**ON**	**ON**	**ON**	OFF	**ON**
25	£3	No Bonus			OFF	OFF	OFF	**ON**	**ON**
26	£3			2 = £5	**ON**	OFF	OFF	**ON**	**ON**
27	£5	No Bonus			OFF	**ON**	OFF	**ON**	**ON**
28	£5			3 = £10	**ON**	**ON**	OFF	**ON**	**ON**
29	£7.50	No Bonus			OFF	OFF	**ON**	**ON**	**ON**
30	£7.50			2 = £10	**ON**	OFF	**ON**	**ON**	**ON**
31	£10	No Bonus			OFF	**ON**	**ON**	**ON**	**ON**
32	Free Play				**ON**	**ON**	**ON**	**ON**	**ON**

7.1.2. PRICE OF PLAY SETTINGS EURO

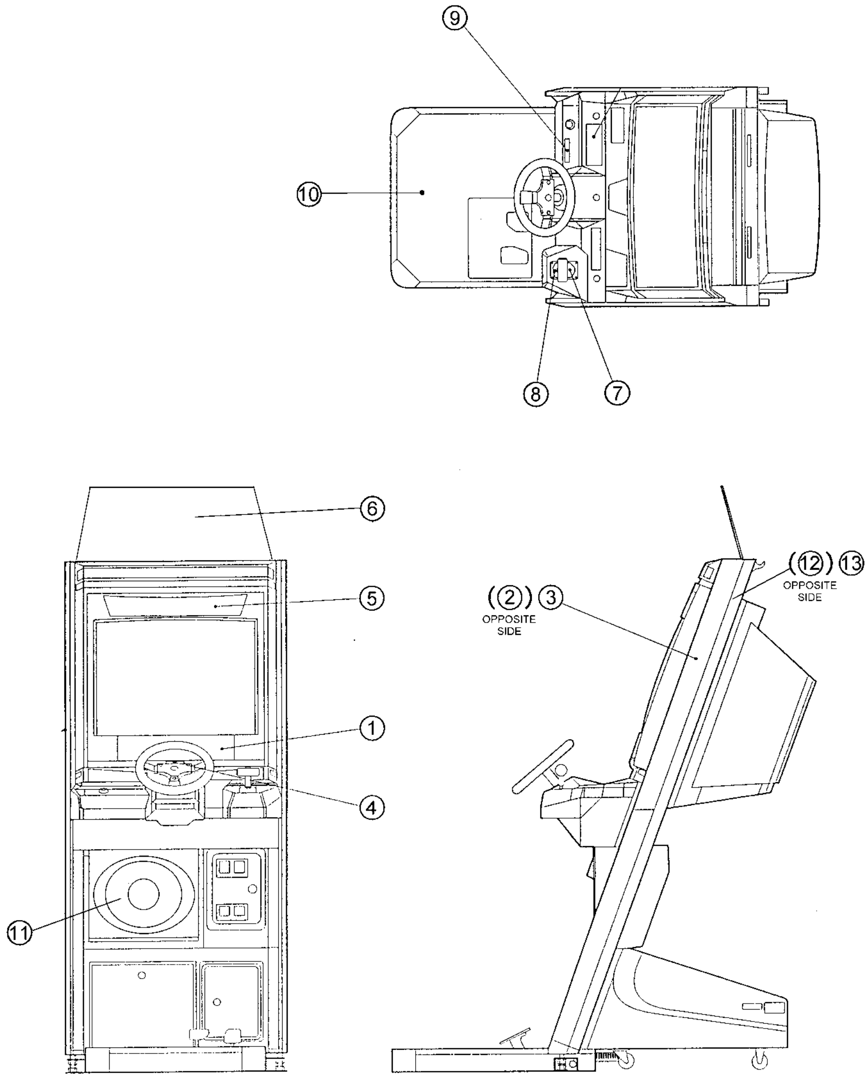
	Price	Bonus			DIL Switch 1				
					Switch 1	Switch 2	Switch 3	Switch 4	Switch 5
1	10¢	No Bonus			OFF	OFF	OFF	OFF	OFF
2	10¢	6 = 50¢			**ON**	OFF	OFF	OFF	OFF
3	20¢	No Bonus			OFF	**ON**	OFF	OFF	OFF
4	20¢	3 = 50¢	6 = €1	12 =€2	**ON**	**ON**	OFF	OFF	OFF
5	30¢	No Bonus			OFF	OFF	**ON**	OFF	OFF
6	30¢	1.66 = 50¢	4 = €1	8 = €2	**ON**	OFF	**ON**	OFF	OFF
7	30¢	2 = 50¢	4 = €1		OFF	**ON**	**ON**	OFF	OFF
8	30¢	AMLD *	3 = €1	6 = €2	**ON**	**ON**	**ON**	OFF	OFF
9	40¢	No Bonus			OFF	OFF	OFF	**ON**	OFF
10	40¢	1.25 = 50¢	3 = €1	6 = €2	**ON**	OFF	OFF	**ON**	OFF
11	50¢	No Bonus			OFF	**ON**	OFF	**ON**	OFF
12	50¢		3 = €1	6 = €2	**ON**	**ON**	OFF	**ON**	OFF
13	50¢		2 = €1	5 = €2	OFF	OFF	**ON**	**ON**	OFF
14	60¢	No Bonus			**ON**	OFF	**ON**	**ON**	OFF
15	60¢		2 = €1	4 = €2	OFF	**ON**	**ON**	**ON**	OFF
16	80¢	No Bonus			**ON**	**ON**	**ON**	**ON**	OFF
17	80¢	1.25 = £1	2 = €1.50	2.5 = €2	OFF	OFF	OFF	OFF	**ON**
18	€1	No Bonus			**ON**	OFF	OFF	OFF	**ON**
19	€1		3 = €2		OFF	**ON**	OFF	OFF	**ON**
20	€1		2 = €2	5 = €4	**ON**	**ON**	OFF	OFF	**ON**
21	€1.50	No Bonus			OFF	OFF	**ON**	OFF	**ON**
22	€1.50		2 = €2		**ON**	**OFF**	**ON**	OFF	**ON**
23	€2	No Bonus			OFF	**ON**	**ON**	OFF	**ON**
24	€2			3 = €5	**ON**	**ON**	**ON**	OFF	**ON**
25	€3	No Bonus			OFF	OFF	OFF	**ON**	**ON**
26	€3			2 = €5	**ON**	OFF	OFF	**ON**	**ON**
27	€5	No Bonus			OFF	**ON**	OFF	**ON**	**ON**
28	€5			3 = €10	**ON**	**ON**	OFF	**ON**	**ON**
29	€7.50	No Bonus			OFF	OFF	**ON**	**ON**	**ON**
30	€7.50			2 = €10	**ON**	OFF	**ON**	**ON**	**ON**
31	€10	No Bonus			OFF	**ON**	**ON**	**ON**	**ON**
32	Free Play				**ON**	**ON**	**ON**	**ON**	**ON**

7.1.3. PRICE OF PLAY SETTINGS Austria-Czech-Denmark-Norway-Israel-France2

	Price	Bonus			Switch 1				
					Switch 1	Switch 2	Switch 3	Switch 4	Switch 5
1	1	No Bonus			OFF	OFF	OFF	OFF	OFF
2	1			11 = 10	**ON**	OFF	OFF	OFF	OFF
3	1		6 = 5		OFF	**ON**	OFF	OFF	OFF
4	2	No Bonus			**ON**	**ON**	OFF	OFF	OFF
5	2			6 = 10	OFF	OFF	**ON**	OFF	OFF
6	2		3 = 5		**ON**	OFF	**ON**	OFF	OFF
7	3	No Bonus			OFF	**ON**	**ON**	OFF	OFF
8	3			4 = 10	**ON**	**ON**	**ON**	OFF	OFF
9	3		2 = 5		OFF	OFF	OFF	**ON**	OFF
10	4	No Bonus			**ON**	OFF	OFF	**ON**	OFF
11	4		3 = 10		OFF	**ON**	OFF	**ON**	OFF
12	5	No Bonus			**ON**	**ON**	OFF	**ON**	OFF
13	5			3 = 10	OFF	OFF	**ON**	**ON**	OFF
14	6	No Bonus			**ON**	OFF	**ON**	**ON**	OFF
15	6			4 = 20	OFF	**ON**	**ON**	**ON**	OFF
16	8	No Bonus			**ON**	**ON**	**ON**	**ON**	OFF
17	10	No Bonus			OFF	OFF	OFF	OFF	**ON**
18	10			3 = 20	**ON**	OFF	OFF	OFF	**ON**
19	20	No Bonus			OFF	**ON**	OFF	OFF	**ON**
20	20			3 = 50	**ON**	**ON**	OFF	OFF	**ON**
21	30	No Bonus			OFF	OFF	**ON**	OFF	**ON**
22	30			2 = 50	**ON**	**OFF**	**ON**	OFF	**ON**
23	50	No Bonus			OFF	**ON**	**ON**	OFF	**ON**
24	50			3 = 100	**ON**	**ON**	**ON**	OFF	**ON**
32	Free Play				**ON**	**ON**	**ON**	**ON**	**ON**

8. DESIGN RELATED PARTS

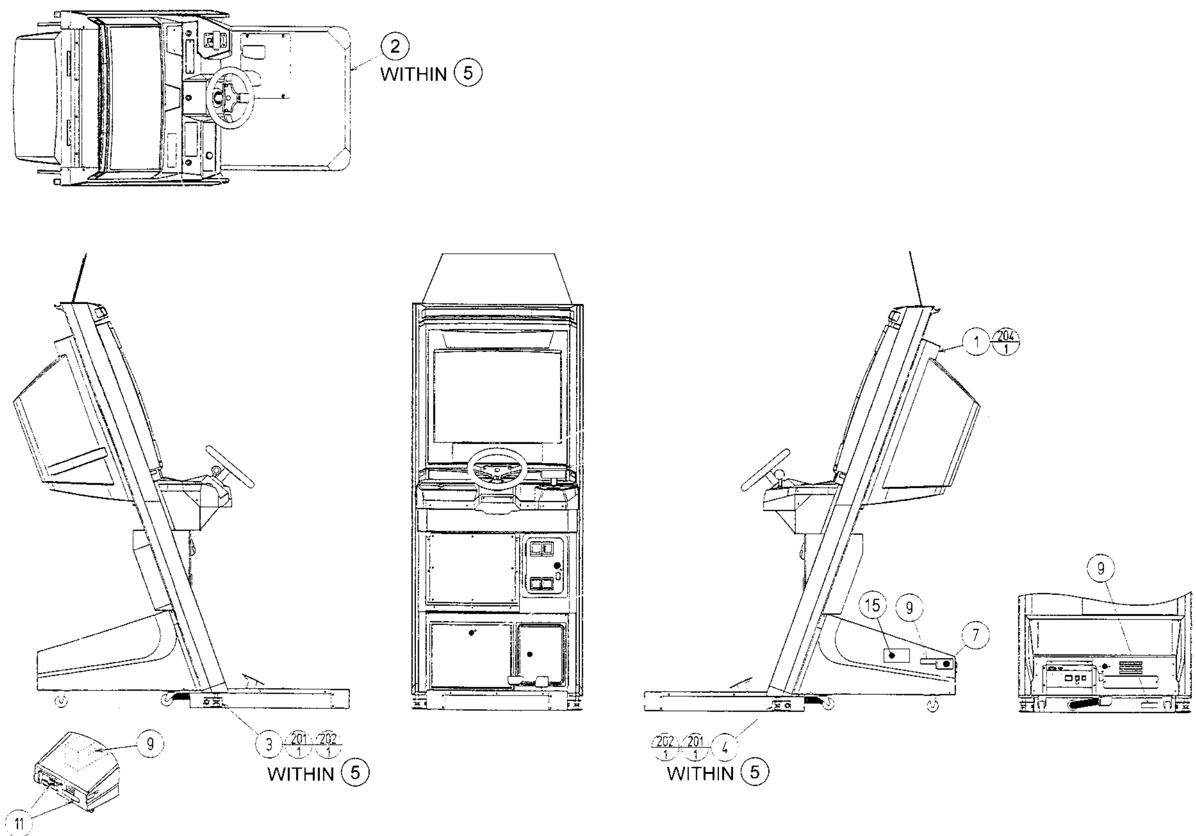
For the Warning stickers refer to Section 1.



No.	PART No.	DESCRIPTION
1	CTH-0004UK	SUB INSTR SH MULTI
2	CTH-1009UK	STICKER SIDE L
3	CTH-1010UK	STICKER SIDE R
4	CTH-1401	EMBLEM CTH
5	CTH-0002UK	PLAY INSTR SH A MULTI
6	CTH-0001UK	DISPLAY CARD CTH STD
7	CTA-2004	STICKER SHIFT D
8	CTA-2005	STICKER SHIFT R
9	CTH-2001-BUK	STICKER START CTH
10	CTH-1503UK	FLOOR MAT CTH
11	CTH-2201UK	WOOFER PLATE CTH
12	CTH-1007UK	STICKER SIDE L BACK
13	CTH-1008UK	STICKER SIDE R BACK
14	CTH-5007UK	STICKER SEAT (NOT SHOWN)

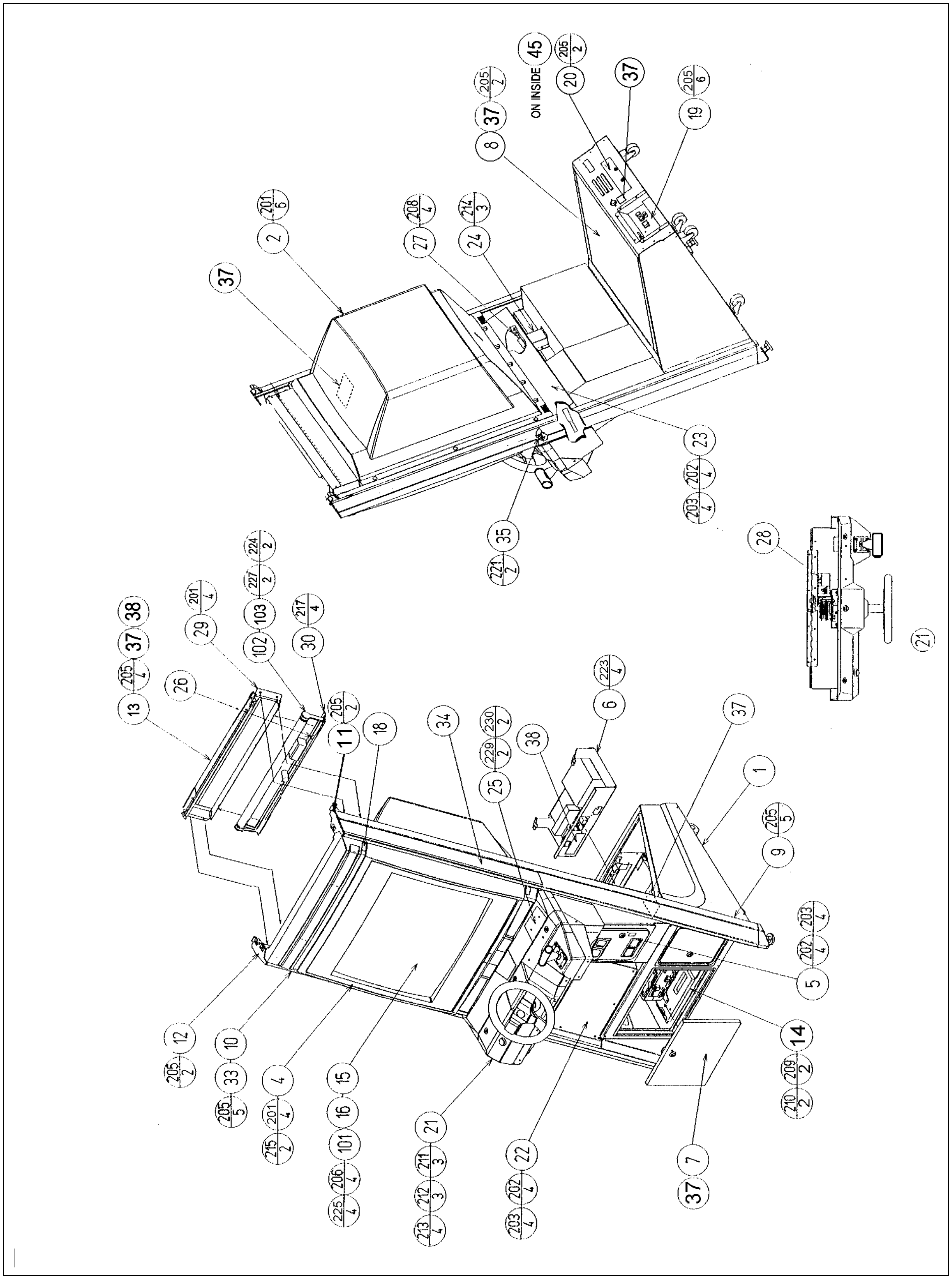
9. PARTS LIST

9.1. CTH-0000UK TOP ASSY CRAZY TAXI 3 HR



Item	Component No.	Description	Qty	Component Reference
1	CTH-1000UK	ASSY UR CABI	1	
2	CTH-5000UK	ASSY SEAT CTH	1	NOT SHOWN
5	CTH-INST	ASSY INST KIT CTH	1	
7	421-7987-CTH-U	STICKER ELEC SPEC CTH NAOMI	1	
9	421-7988-91UK	STICKER SERIAL NUMBER UK	4	
11	421-7020UK	STICKER CAUTION FORK	2	
13	PK0203	PALLET CTA	1	NOT SHOWN
14	PK0236	SLEEVE CTH U/R	1	NOT SHOWN
15	LB1046	LABEL TESTED FOR ELEC. SAFETY	1	
16	PK0121	POLY COVER NAOMI UPRIGHT	1	NOT SHOWN
204	008-T00430-0C	M4X30 TMP PRF TH CRM	1	REAR HATCH-1

9.2. CTH-1000UK ASSY UR CABI



Item	Component Part	Description	QTY	Component Reference
1	NOB-1100UK	ASSY FRAMEWORK UR	1	
2	NOA-1200UK	ASSY CRT COVER UK	1	
4	CTH-1400UK	ASSY FRONT PANEL	1	
5	CTA-1150UK	ASSY CC BOX WW	1	
6	CTH-4000UK	ASSY ELEC	1	
7	NOA-1750UK	ASSY SERVICE DOOR	1	
8	NOA-1801UK	REAR HATCH	1	
9	NOB-1001UK	FRAME COVER UR R	1	
10	NOB-1002UK	FRAME COVER UR L	1	
11	NOA-1003	ENDCAP R	1	
12	NOA-1004	ENDCAP L	1	
13	NOA-1010UK	BILLBD HOLDER	1	
14	CTH-4100UK	ASSY MAIN BRD	1	
15	280-6617	BUSH FOR TV LONG	4	
16	280-5113	COLLAR FOR NANAO MONITOR	4	(101)-4
18	CTA-1006	SCR CAP	4	
19	NOB-1710UK	ASSY AC UNIT NEW	1	
20	NOA-1116	LID COMMUNI PORT	1	
21	CTH-2000UK	ASSY CONTROL PANEL	1	
22	CTH-2200UK	ASSY WOOFER	1	
23	PTR-1001UK	CONTROL BOX	1	
24	CTA-1002	WIRE COVER	1	
25	CTA-1003UK	ENTRY COVER	1	
26	421-7501-17	STICKER FL 20W	1	
27	837-13661-92	I/O CONTROL BD W/O FOR JVS	1	
28	LB1103	STICKER CAUTION	1	INSIDE CONTROL PANEL (GEARS)
29	NOA-1005UK	REAR COVER UPPER	1	
30	NOA-1011	FL BRKT	1	
33	CTH-1009UK	STICKER SIDE L	1	
34	CTH-1010UK	STICKER SIDE R	1	
35	RCR-1019	CHAIN HOLDER B	1	
37	LB1102	STICKER DANGEROUS VOLTAGE	6	CRT, FL, HATCH, S/DOOR, CP, R LOCK, TOP BASE BOX
38	LB1104	STICKER CAUTION, HOT SURFACE	1	FL COVER
40	CTA-4200UK	ASSY XFMR	1	
41	CTA-2007UK	DRAINAGE GUTTER CE	1	-41
42	OS1177	TAPE D/S PVC 50MM X 50M ROLL	5	-41
43	OS1239	SEALANT BLACK	1	-5
44	CTA-1011UK	FOAM STRIP 8 X 6MM	0.75	-23
45	CTH-1007UK	STICKER SIDE L BLACK	1	
46	CTH-1008UK	STICKER SIDE R BLACK	1	

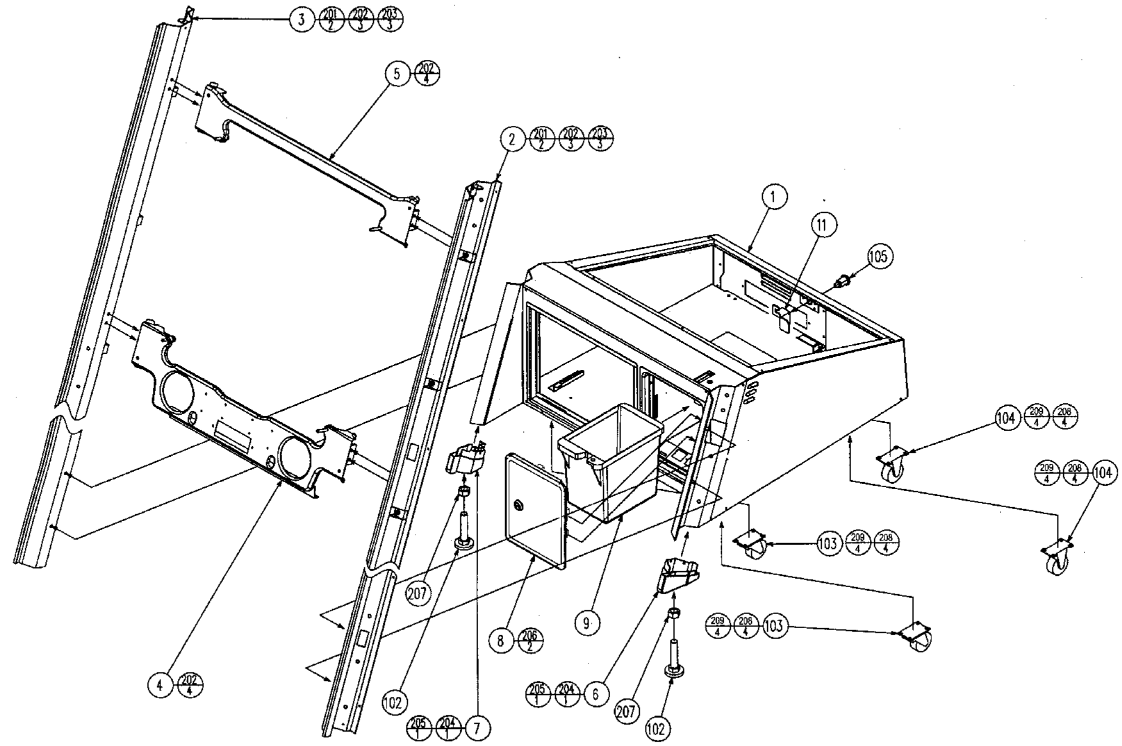
Cont.

Item	Component Part	Description	QTY	Component Reference
101	200-5949	ASSY CLR DSPL 29 TYPE 31K UK	1	
102	390-5695-40-CUK	FL TRAY 110V 40W (T12)	1	
103	390-5695-40-DUK	FL TUBE 40W 600L 1.5"DIA	1	
104	280-A01200-A	ROUTER TWIST D12 ADH	4	
105	280-A01248-PM	ROUTER TWIST D12 SO4.8 PAN MED	9	
106	280-A02048-PM	ROUTER TWIST D20 SO4.8 PAN LG	7	
107	280-A02000-A	ROUTER TWIST D20 ADH	5	
110	601-6231-D100	EDGING NEW TYPE	1	ROUND HOLE TO WOOFER BOX
111	280-N02310-0B	SLIT HARN WRAP 23MM DIA 1M BLK	0.2	WIRES THRU LH FRAME
112	280-L00716-OS	STANDOFF 7OD 4ID 16L	3	(REMOTE BD) - 3
113	OS1008	CABLE TIE, NYLON 150MM	2	
114	NOB-1117UK	WATER GUARD CE	1	AROUND MONITOR CHASSIS
115	601-0460	CABLE TIE 100MM	10	
116	OS1230	FOAM STRIP 2MM X 10MM	1.18	2 X 0.59m TO (8)
117	OS1220	FOAM STRIP 8MMSQ ADHESIVE	1	(21)-1
123	280-K00600-0W	DRIVE FASTENER M6 WHITE	2	BASE BOX ABOVE COIN DOOR
126	290093	CMS)TAPE,FOAM(BLK)-3X6MMX25MTR	63 CM	
201	008-T00625-0C	M6X25 TMP PRF TH CRM	14	(2)-6, (29)-4, (4)-4
202	030-000620-S	M6X20 BLT W/S PAS	12	(5)-4, (22)-4,(23)-4
203	068-651616	M6 WSHR 160D FLT PAS	12	(5)-4, (22)-4, (23)-4
204	010-P00408	M4X8 S-TITE PAN PAS	4	(6)-4
205	008-T00412-0C	M4X12 TMP PRF TH CRM	40	(8) & (13)-4, (9) &(10)-10, (11) & (12)-4, (19)-6, (20)-2
206	050-F00600	M6 NUT FLG SER PAS	4	(101)-4
208	050-F00300	M3 NUT FLG SER PAS	7	(27)-4, (REMOTE BD)-3
209	032-000425	M4X25 W/BLT PAS	2	(14)-2
210	068-441616-0C	M4 WSHR 16OD FLT CRM	2	(14)-2
211	008-B00825-0B	M8X25 TMP PRF BH BLK	3	(21)-3
212	068-852216-0B	M8 WSHR 22OD FLT BLK	3	(21)-3
213	050-F00500	M5 NUT FLG SER PAS	10	(21)-4, (EARTH)-6
214	000-P00420-0B	M4X20 MSCR PAN BLK	3	(24)-3
215	000-P00416-W	M4X16 MSCR PAN W/FS PAS	2	(4)-2
217	000-P00408-W	M4X8 MSCR PAN W/FS PAS	7	(30)-4, (EARTH)-6
221	000-P00512-W	M5X12 MSCR PAN W/FS PAS	2	(35)-2
223	060-F00400	M4 WSHR FORM A FLT PAS	4	(6)-4
224	050-F00400	M4 NUT FLG SER PAS	5	(102)-2, (5E)-1, (29E)-1, (31E)-1
225	068-652516	M6 WSHR 250D FLT PAS	8	(40)-4, (101)-4
226	000-P00625	M6X25 MSCR PAN PAS	4	(40)-4
227	000-P00408	M4X8 MSCR PAN PAS	2	(103)-2
229	008-T00412-0B	M4X12 TMP PRF TH BLK	2	(25)-2
230	068-441616-0B	M4 WSHR 16OD FLT BLK	2	(25)-2

Cont.

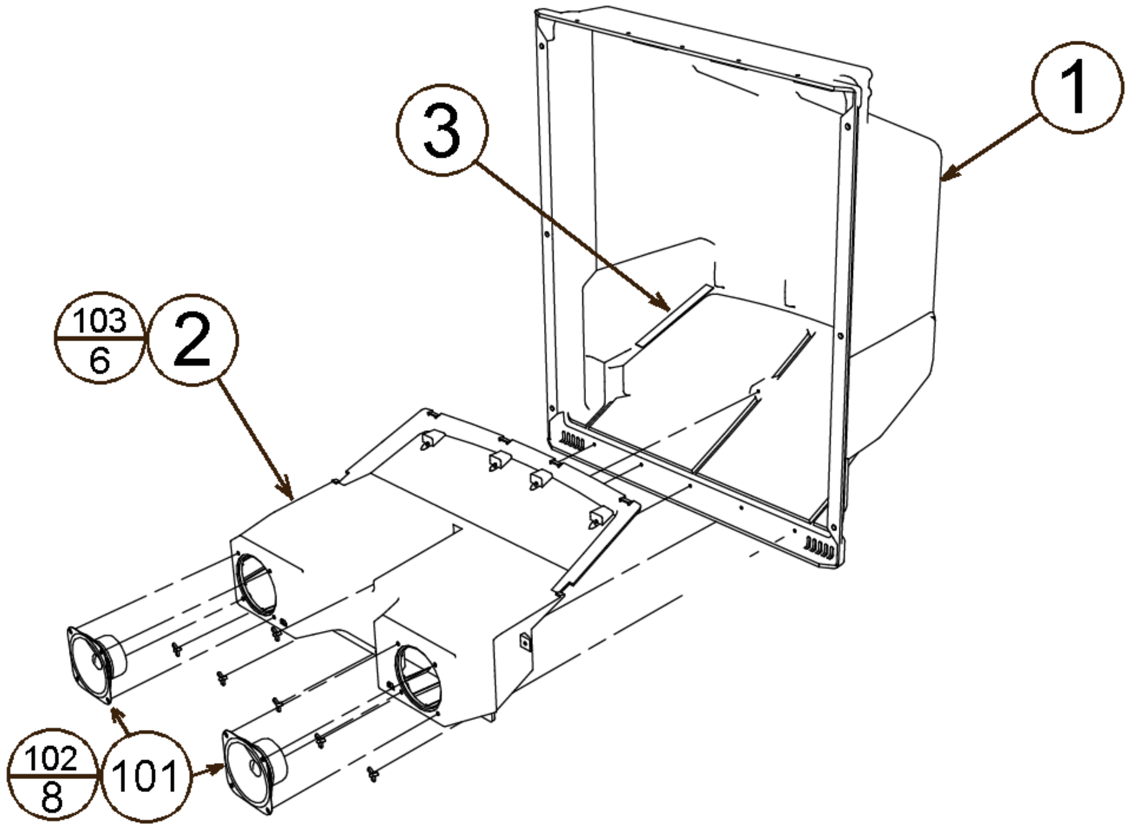
Item	Component Part	Description	QTY	Component Reference
301	CTA-6001UK	ASSY WIRE L	1	
302	CTA-6002UK	ASSY WIRE R	1	
311	600-7159-070	WIRE HARN JVS PWR 070CM	1	
313	600-7009-2000	ASSY RGB CA D-SUB 15P 2000MM	1	
321	CTA-60062	WIRE HARN I/O BOARD PWR	1	
322	CTA-60066UK	WIRE HARN SW UNIT EXT	1	
323	CTA-60067UK	WIRE HARN VOL EXT	1	
324	CTA-60068UK	WIRE HARN SPEAKER	1	
325	CTA-60069	WIRE HARN WOOFER	1	
326	NOB-60201UK	WIRE HARN FL NOB	1	
328	600-9070-45K	WIRE HARN EARTH 700MM M4/M5	1	
329	600-9060-45K	WIRE HARN EARTH 600MM M4/M5	1	
330	600-9090-45K	WIRE HARN EARTH 900MM M4/M5	1	
331	600-9010-44K	WIRE HARN EARTH 100MM M4/M4	1	
332	600-9080-45K	WIRE HARN EARTH 800MM M4/M5	1	

9.3. NOB-1100UK ASSY FRAMEWORK UR



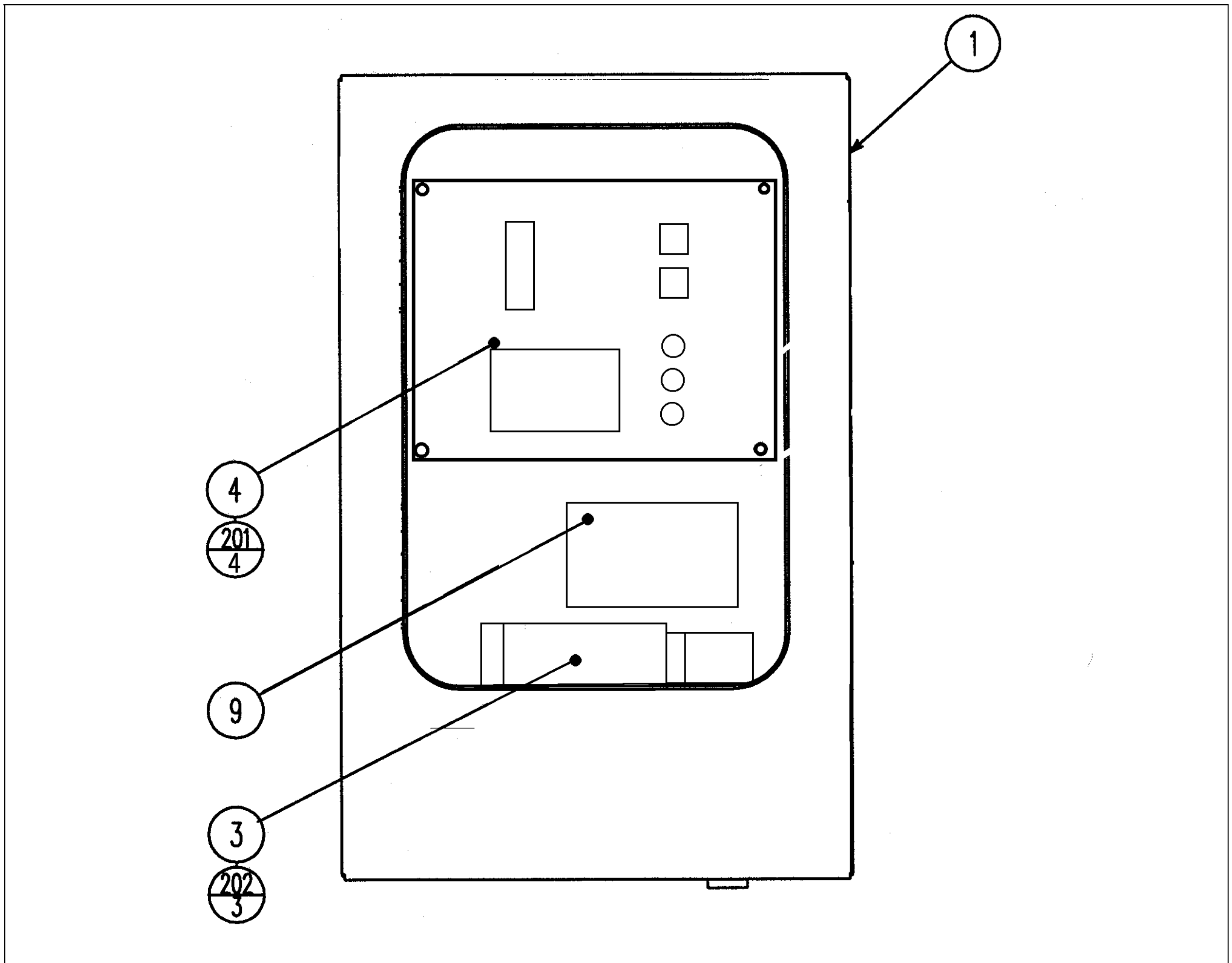
Item	Component Part	Description	Qty	Component Reference
1	NOB-1601UK	BASE BOX UK VERSION	1	
2	NOB-1101UK	MAIN FRAME UR R	1	
3	NOB-1102UK	MAIN FRAME UR L	1	
4	NOA-1111X	LOWER BEAM	1	
5	NOA-1112X	UPPER BEAM	1	
6	NOA-1113	HOOF R	1	
7	NOA-1114	HOOF L	1	
8	NOB-1950UK	ASSY SFMD WHITE (FLAT DOOR)	1	
9	253-5366	CASH BOX	1	
11	NOA-1115UK	TNG REAR HATCH	1	
102	601-5699X	LEG ADJUSTER BOLT M16x75 SEGA	2	
103	601-10461UK	CASTOR 50 SWIVEL	2	FRONT
104	601-10462UK	CASTOR 50 FIXED	2	REAR
105	220-5575UK	LOCK	1	
201	050-F00600	M6 NUT FLG SER PAS	4	(2)-2,(3)-2
202	030-000620-S	M6X20 BLT W/S PAS	14	(2,3)-3,(4,5)-4
203	068-652016	M6 WSHR 20OD FLT PAS	6	(2)-3,(3)-3
204	050-F00500	M5 NUT FLG SER PAS	2	(6)-1,(7)-1
205	000-P00408-W	M4X8 MSCR PAN W/FS PAS	2	(6)-1,(7)-1
207	050-H01600	M16 NUT PAS	2	(102)-2
208	FAS-200004	M6X14 SKT CAP BLK	16	(103,4)-8EA
209	060-S00600-0B	M6 WSHR SPR BLK	16	(103.4)-8EA

9.4. NOA-1200UK ASSY CRT COVER UK



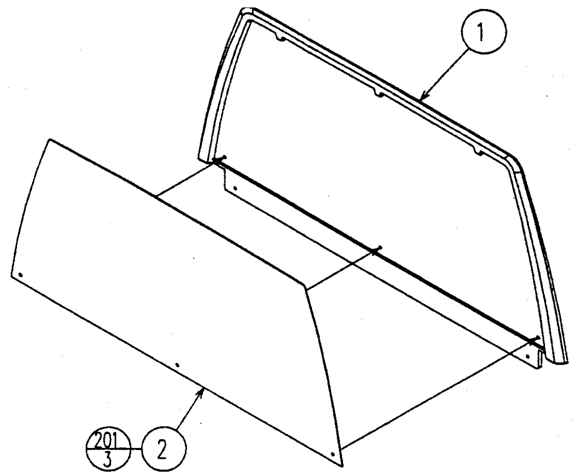
Item	Component Part	Description	Qty	Component Reference
1	NOA-1201UK	CRT COVER	1	
2	NOA-1202	SPEAKER BOX	1	
3	RND-0037	TAPE SPEAKER BOX 2 SIDED	0.38	(2)-0.19
101	130-5205	SPEAKER 40HM 10W 100 W/SHIELD	2	
102	000-P00410-W	M4X10 MSCR PAN W/FS PAS	8	(101)-8
103	340042	RIVET BULBEX 3/16 BF01-0630	6	(2)-6
301	NOA-60031	WIRE HARN SPEAKER L	1	
302	NOA-60032	WIRE HARN SPEAKER R	1	

9.5. *CTA-1150UK ASSY CC BOX WW*



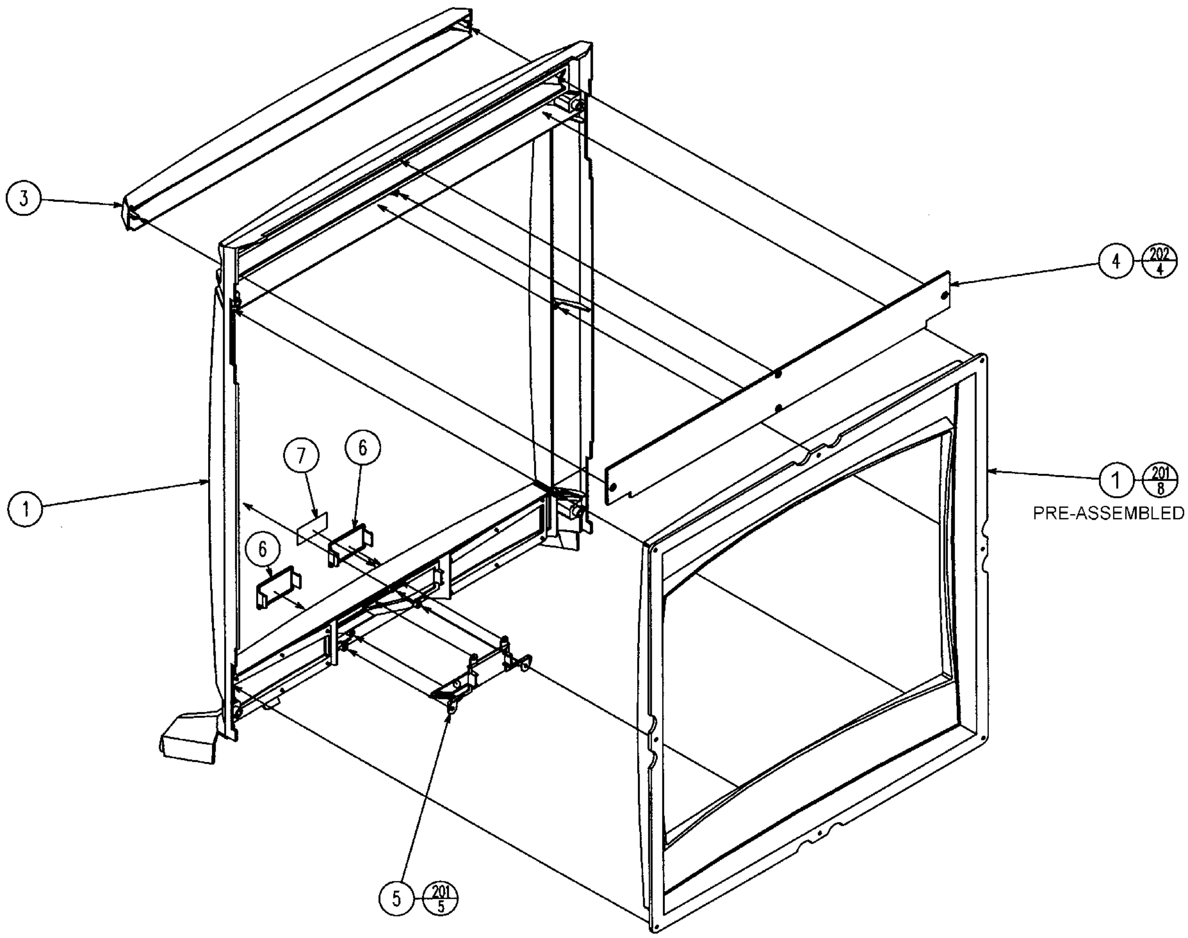
No.	PART NUMBER	QTY	DESCRIPTION	COMPONENT REFERENCE
1	CTA-1151UK	1	CC BOX WW	
3	CTA-1155UK	1	CHUTE UNIV	
4	VTS-STW-U	1	VTS BOARD UPRIGHT TYPE	
9	LB1103	1	STICKER CAUTION	
201	000-P00408-W	4	M4X8 MSCR POSI PAN W/FS	(4)-4
202	000-F00408	3	M4X8 MSCR POSI CSK BZP	(3)-3
301	CTA-60101UK	1	WIRE HARN VTS CTA	

9.6. NOA-1300UK ASSY BILLBOARD



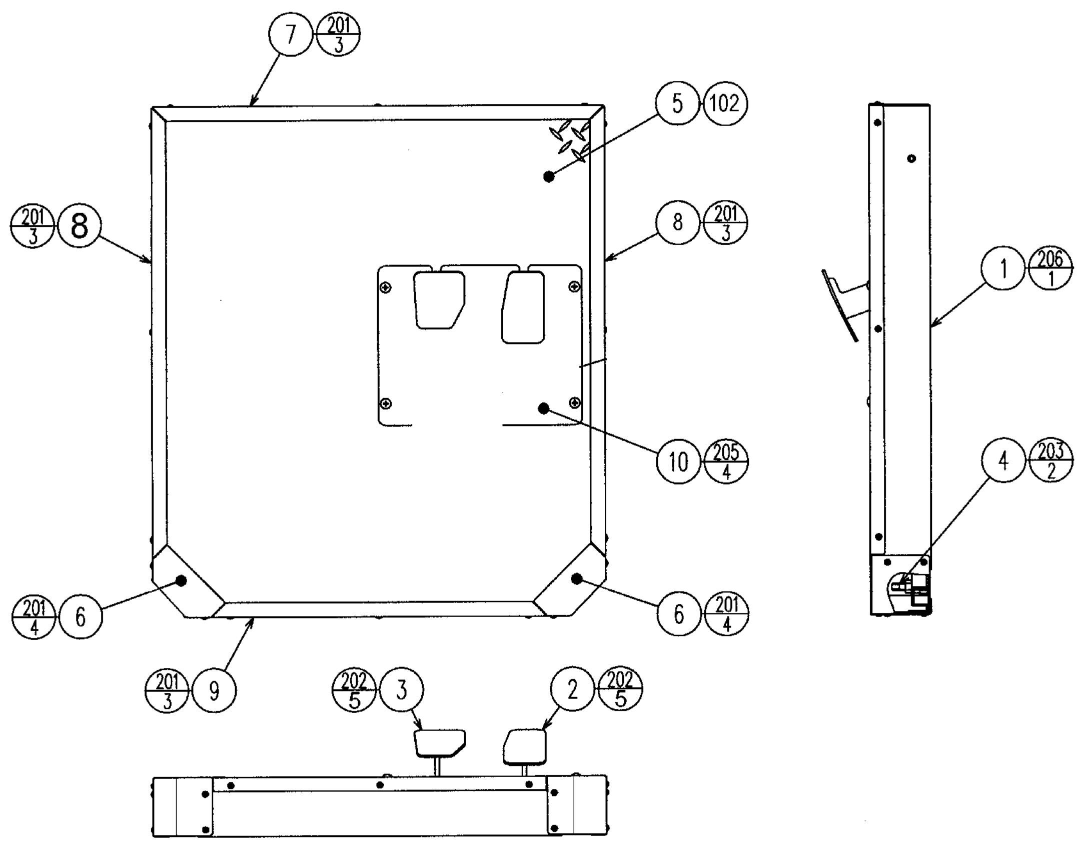
No.	PART NUMBER	QTY	DESCRIPTION	COMPONENT REFERENCE
1	NOA-1301	1	BILLBOARD PLATE	
2	NOA-1302UK	1	BILLBOARD SHEET	
201	008-T00408-OC	3	M4X8 MSCR TMP PRF TH CRM	(2)-3

9.7. CTH-1400UK ASSY FRONT PANEL



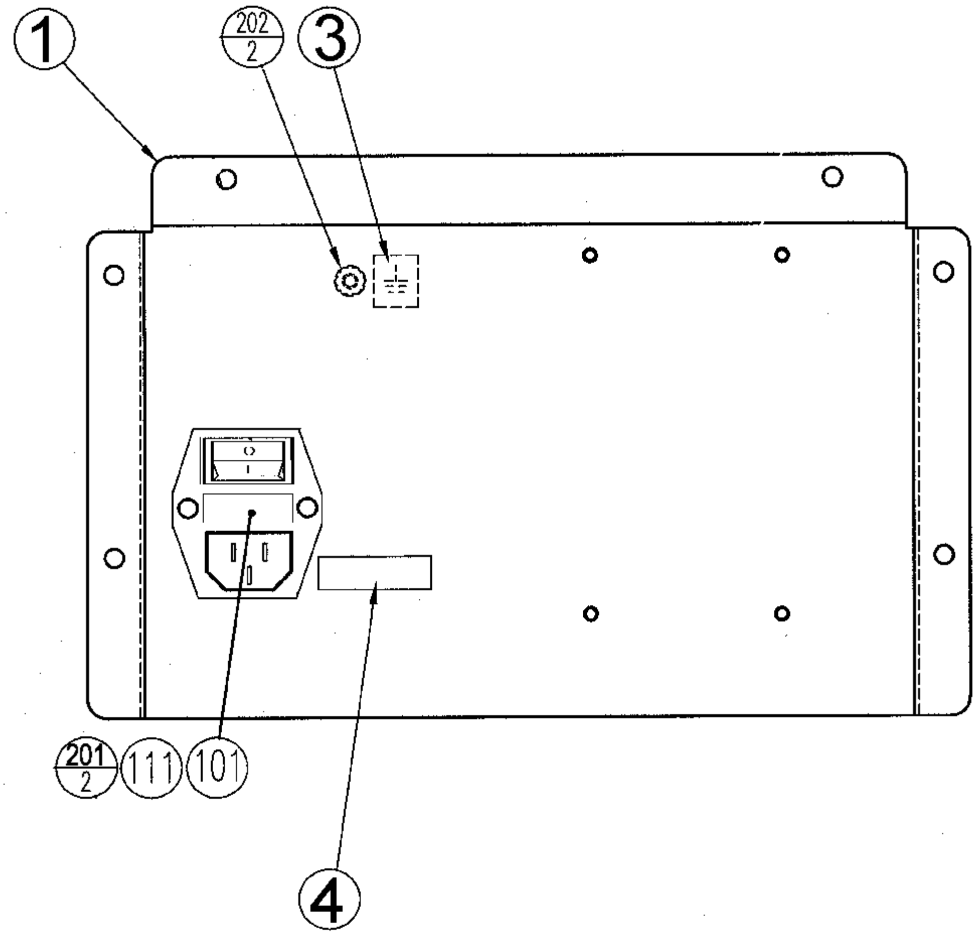
Item	Component Part	Description	QTY	Component Reference
1	CTH-1400UK-S1	FRONT PANEL	1	
3	NOA-1503	LIGHT COVER	1	
4	NOA-1504UK	PRISM PLATE	1	
5	CTA-1402	LID GCS	1	
6	CTA-1403	LID VMS	2	
7	CTH-1401	EMBLEM CTH	1	
201	000-P00412-W	M4X12 MSCR PAN W/FS PAS	5	(5)-5
202	012-P03516	N6X5/8" S/TAP PAN PAS	4	(4)-4

9.8. CTH-1500UK ASSY FLOOR



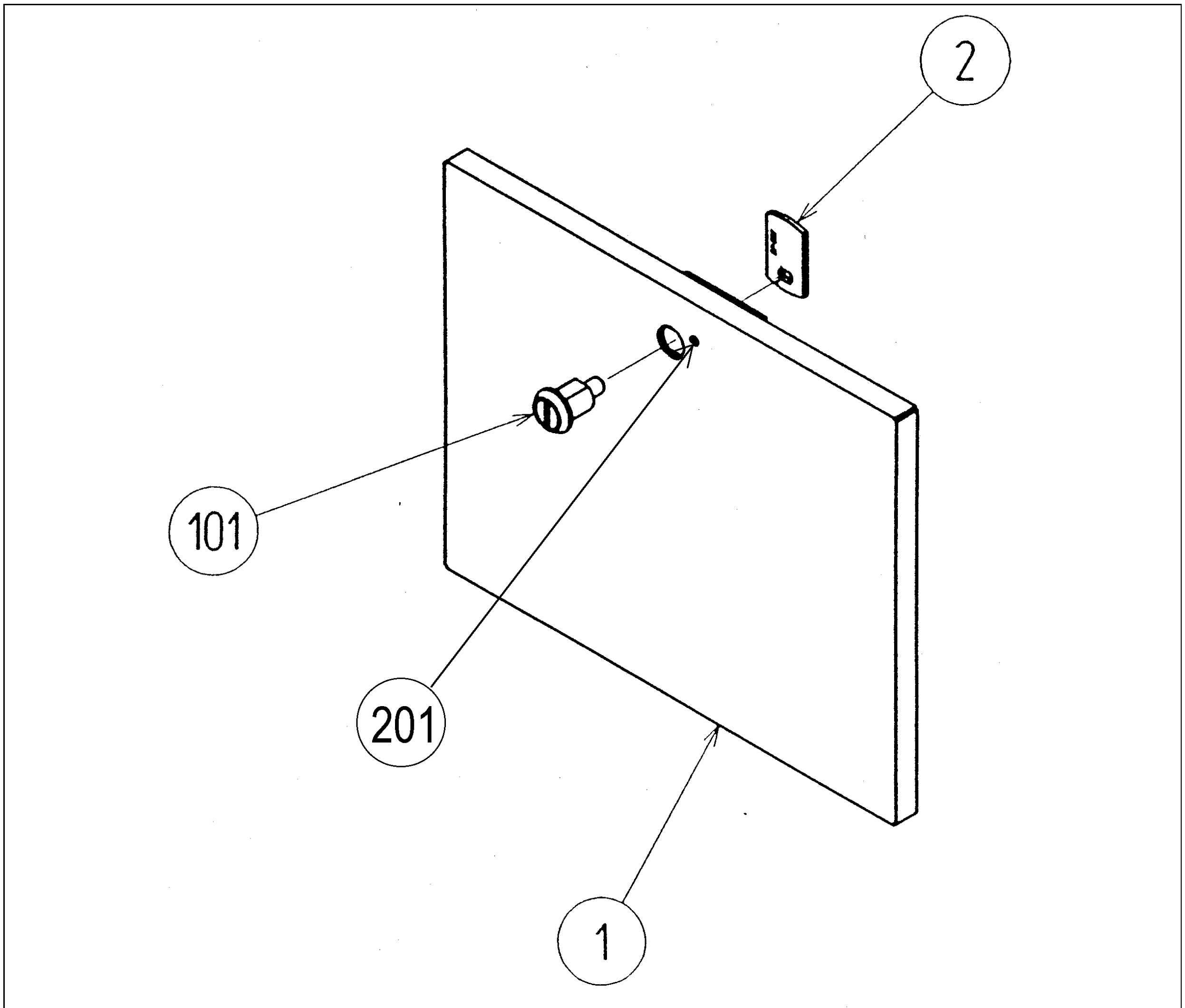
Item	Component Part	Description	Qty	Component Reference
1	CTA-1501UK	FLOOR BASE	1	
2	CTA-1600UK	ACCEL UNIT HAPP	1	
3	CTA-1650UK	BRAKE UNIT HAPP	1	
4	CTA-1502	LEVEL ADJUSTER	2	
5	CTH-1503UK	FLOOR MAT CTH	1	
6	CTA-1504UK	CORNER PROTECTOR	2	
7	CTA-1506UK	SASH FRONT	1	
8	CTA-1505	SASH SIDE	2	
9	CTA-1507	SASH REAR	1	
10	CTA-1508	FLOOR LID	1	
101	280-A01200-A	ROUTER TWIST D12 ADH	1	
102	OS1177	TAPE D/S PVC 50mm X 50 M ROLL	1.5	(5)-1.5
201	000-T00408-0C	M4X8 MSCR TH CRM	20	(6)-8, (7)-3, (8)-6, (9)-3
202	050-F00600	M6 NUT FLG SER PAS	10	(2)-5, (3)-5
203	050-H01000	M10 NUT PAS	2	(4)-2
205	000-T00620-0C	M6X20 MSCR TH CRM	4	(10)-4
206	050-F00400	M4 NUT FLG SER PAS	1	(EARTH)-1
301	CTA-60030	WIRE HARN FLOOR TUBE	1	

9.9. NOB-1710UK ASSY AC UNIT NEW



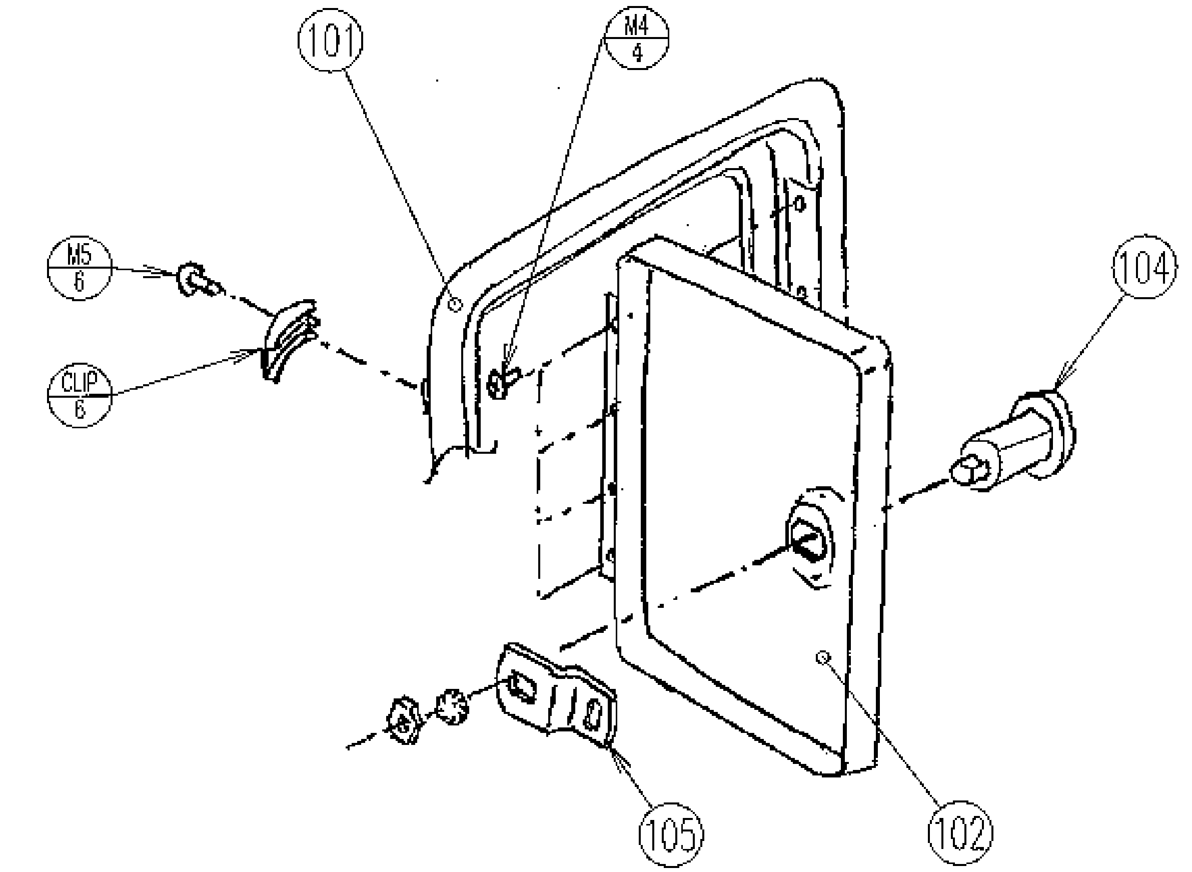
Item	Component Part	Description	Qty	Component Reference
1	NOB-1711UK	AC BRKT NEW	1	
3	LB1096	STICKER PROTECTIVE EARTH	1	NEXT TO EARTH STUD ON INSIDE
4	421-6595-5000-T	STICKER FUSE 5000mA TYPE T	1	NEXT TO IEC INLET ON OUTSIDE
101	EP1381	FILTER IEC & SW 6A ROXBURGH	1	
111	514-5078-5000	FUSE 5X20 CERAMIC SB 5000mA	1	(102)-1
201	000-F00316	M3X16 MSCR CSK PAS	2	(101)-2
202	050-F00400	M4 NUT FLG SER PAS	2	EARTH - 2
301	NOB-60004UK	WIRE HARN AC OUT	1	
303	600-9030-45K	WIRE HARN EARTH 300mm M4/M5 K	1	AC BRKT TO XFMR
305	600-9025-44K	WIRE HARN EARTH 250mm M4/M4	1	AC BRKT TO BASE
306	600-9015-4FK	WIRE HARN EARTH 150mm	1	FILTER TO PRIMARY EARTH POINT

9.10. NOA-1750UK ASSY SERVICE DOOR



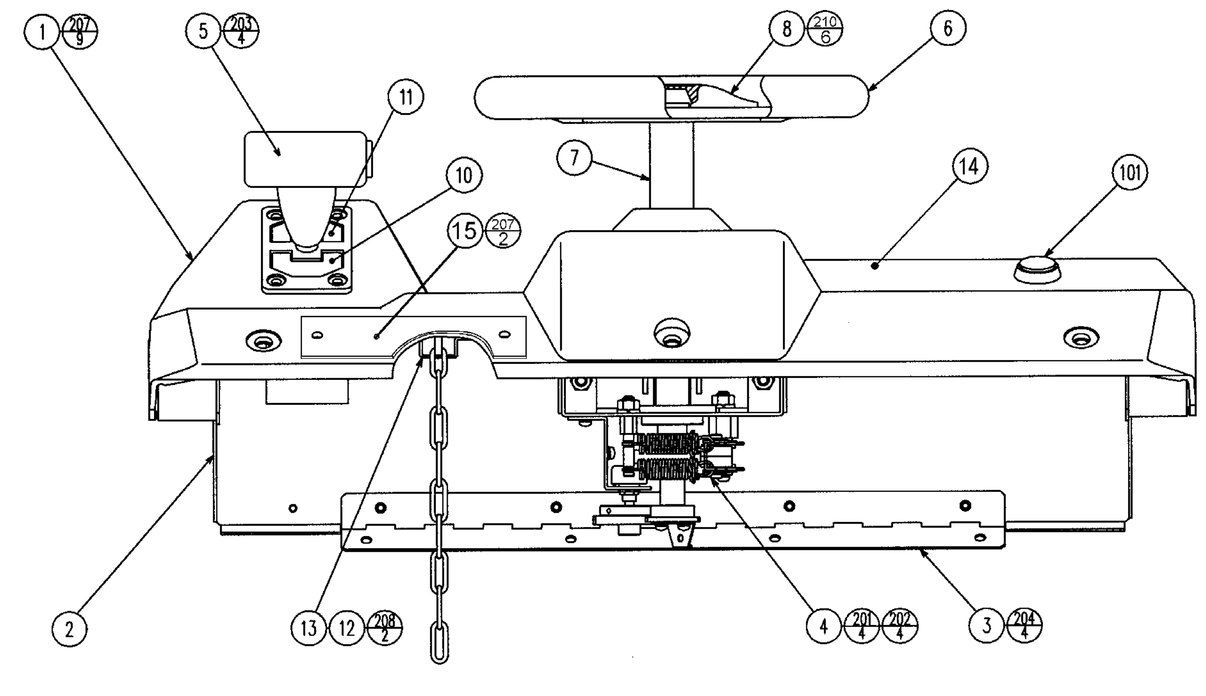
Item	Component Part	Description	Qty	Component Reference
1	NOA-1751UK	SERVICE DOOR	1	
2	DP-1167UK	TNG LKG UK	1	
101	220-5575UK	LOCK	1	
201	008-T00430-0C	M4X30 TMP PRF TH CRM	1	DO UP 1/2 WAY SO TNG OPENS

9.11. NOB-1950UK ASSY SFMD WHITE (FLAT DOOR)



Item	Component Part	Description	Qty	Component Reference
101	220-5725-03W	FRAME SINGLE MINI WHITE	1	CLAMPS & SCREWS IN BAGS
102	220-5725-04W	DOOR SINGLE MINI FLAT WHITE	1	
104	220-5574UK	LOCK KEYED DIFFERENT	1	(102)-1
105	PTR-1951UK	CAM CRANKED 6mm, LENGTH 34mm	1	(104)-1
201	012-PB3506	N6X1/4" S/TAP PAN B	4	

9.12. *CTH-2000UK ASSY CONTROL PANEL*

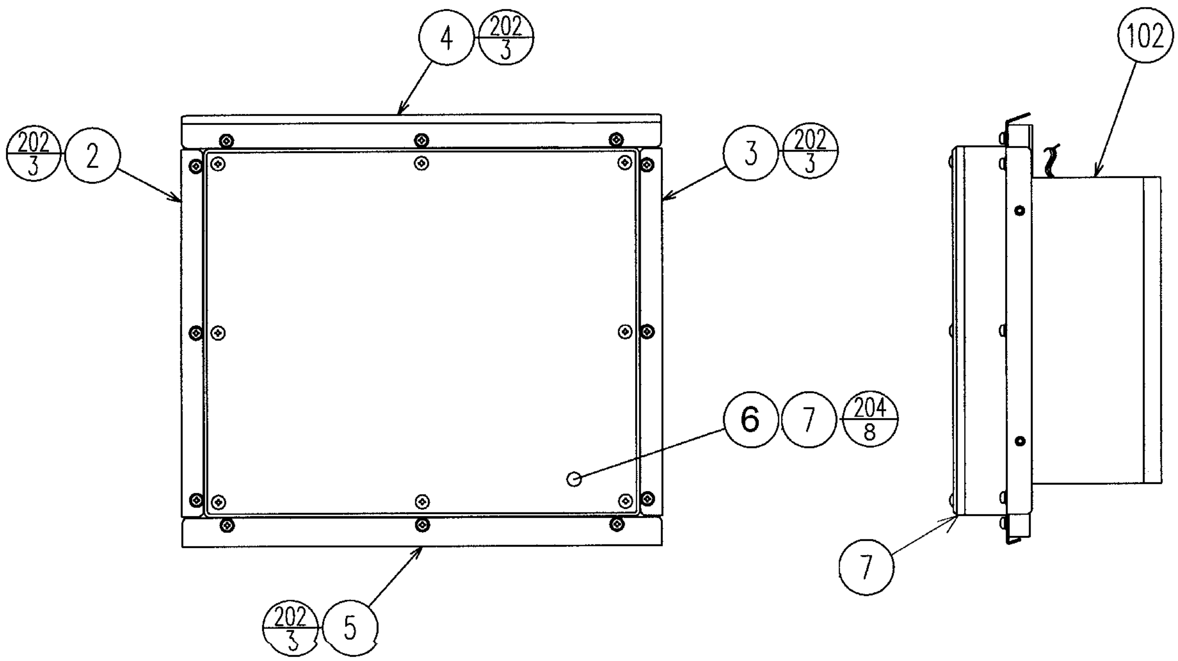


Item	Component Part	Description	Qty	Component Reference
1	CTA-2001-A	CONTROL PANEL BLANK	1	
2	CTH-2002	CONTROL PANEL BRKT	1	
3	CTA-2003	HINGE 456	1	
4	CTA-2100UK	ASSY HANDLE MECHA W/ BOSS HAPP	1	
5	610-0675	UP/DOWN SHIFTER W/BUTTON	1	
6	JBA-2001UK	STEERING WHEEL HAPP	1	
8	CTH-2005UK	CAP CENTRE 50-2715-00	1	
10	CTA-2004	STICKER SHIFT D	1	
11	CTA-2005	STICKER SHIFT R	1	
12	360077	CHAIN 14 SWG (13mm LINK)	1	
13	RCR-1019	CHAIN HOLDER B	1	
14	CTH-2001-BUK	STICKER START CTH	1	
15	MGL-2003	DENOMINATION PLATE	1	
101	509-5610-03YE	SW PB 30M YELLOW W/L WH 5V 3W	1	
102	280-A00900-A	ROUTER TWIST D9 ADH	6	
201	050-U00800	M8 NUT NYLOK PAS	4	(4)-4
202	060-F00800	M8 WSHR FORM A FLT PAS	4	(4)-4
203	008-T00512-0B	M5X12 TMP PRF TH BLK	4	(5)-4
204	050-F00500	M5 NUT FLG SER PAS	5	(3)-4, (EARTH)-1
207	008-T00412-0B	M4X12 TMP PRF TH BLK	11	(1)-9, (15)-2
208	000-P00512-W	M5X12 MSCR PAN W/FS PAS	2	(13)-2
209	068-852216	M8 WSHR 22OD FLT PAS	3	(6)-3
210	029-B00516-0B	M5 x 16 SKT BH BLK	6	(8)-6

Cont.

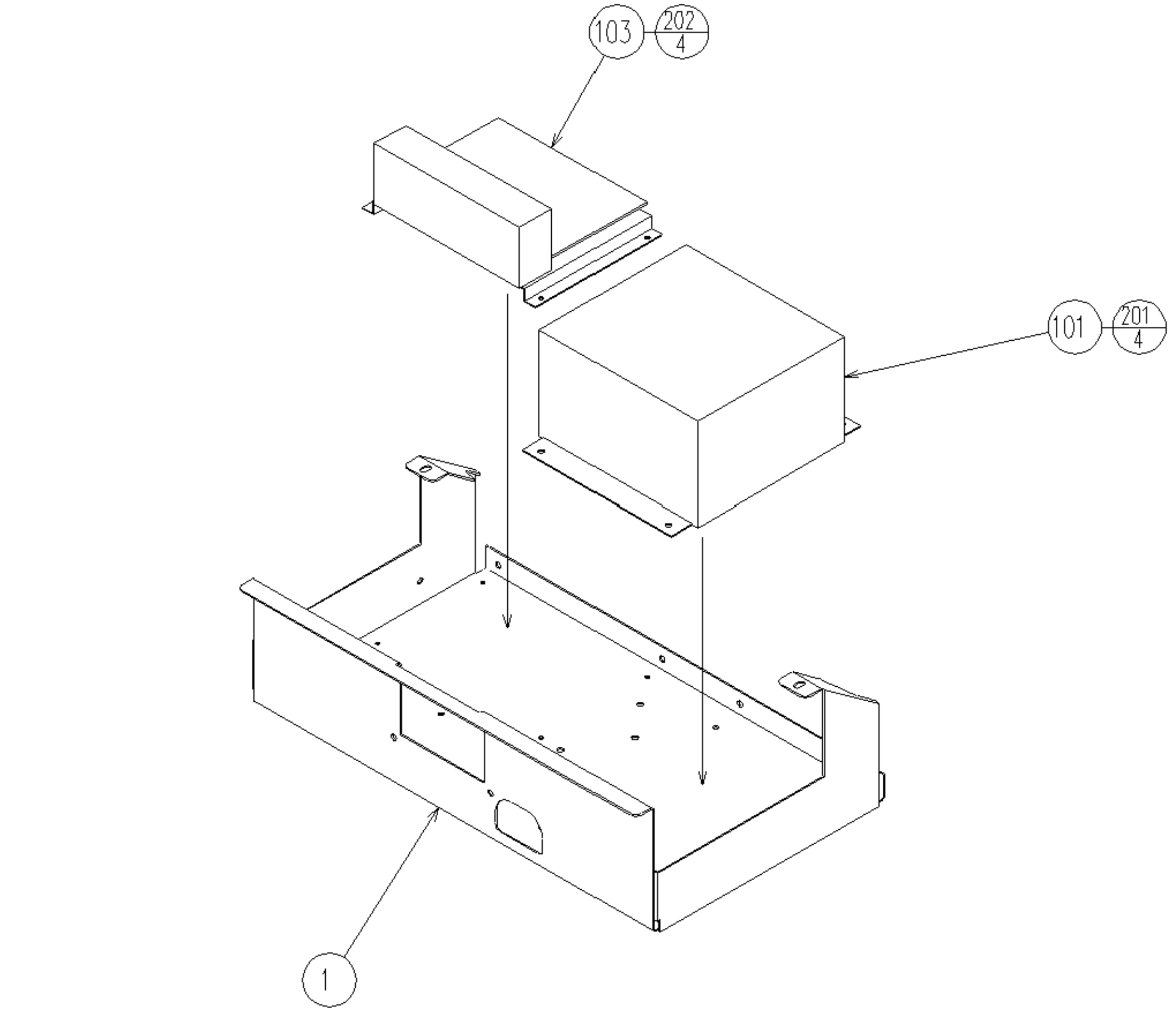
Item	Component Part	Description	Qty	Component Reference
304	CTH-60014UK	WH CONTROL PANEL	1	
305	CTA-60064	WIRE HARN START SW	1	
306	CTA-60065	WIRE HARN HANDLE EXT	1	
307	CTH-60008UK	WH MECHA PEDALS	1	
308	CTH-60100UK	WIRE HARN SW CONTROL	1	
311	600-9010-55K	WIRE HARN EARTH 100mm M5/M5	1	CP BASE TO CONTROL PANEL

9.13. CTH-2200UK ASSY WOOFER



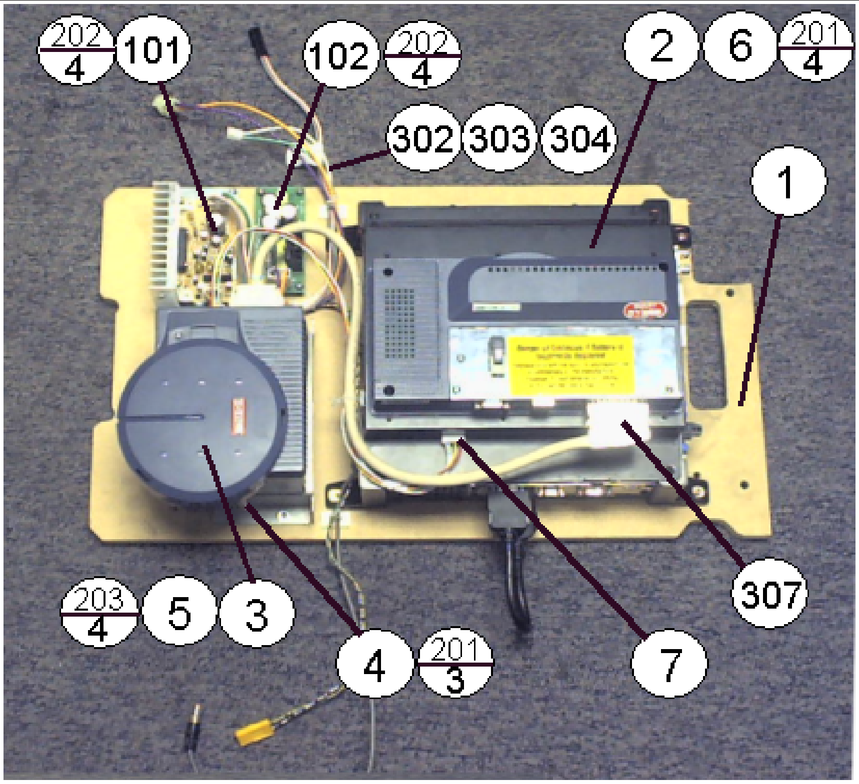
Item	Component Part	Description	Qty	Component Reference
1	CTH-2201UK	WOOFER PLATE CTH	1	
2	CTA-2202	WOOFER BRKT L	1	
3	CTA-2203	WOOFER BRKT R	1	
4	CTA-2204	WOOFER BRKT LOWER	1	
5	CTA-2205	WOOFER BRKT LOWER	1	
6	JBA-1151	WOOFER CUSHION H	2	
7	JBA-1152	WOOFER CUSHION V	2	
102	130-5208-91-G0	WOOFER BOX 4OHM 75W GOLD CONE	1	
202	000-P00520-WB	M5X20 MSCR PAN W/FS BLK	12	(2)-3,(3)-3,(4)-3,(5)-3
204	000-T00560-0B	M5X60 MSCR TH BLK	8	(1)-8

9.14. CTH-4000UK ASSY ELEC



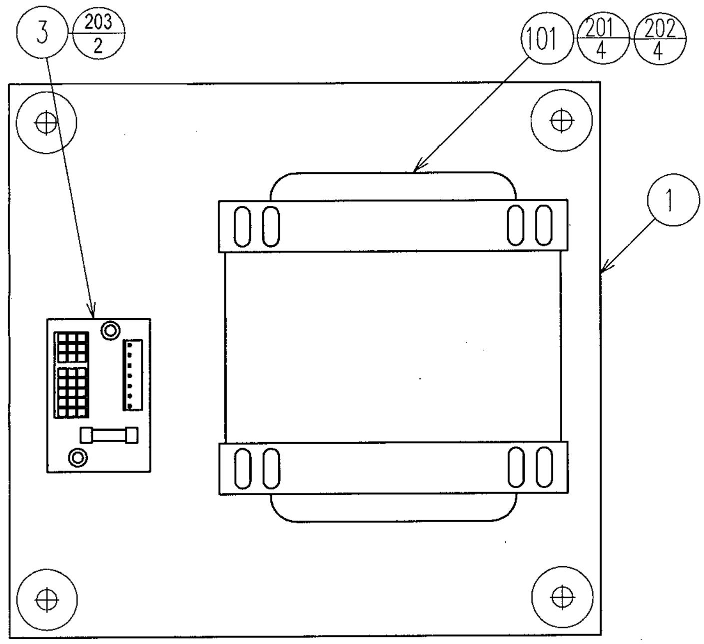
Item	Component Part	Description	Qty.	Component Reference
1	CTH-4001	ELEC BASE SHORT	1	
2	NOM-4002	BRKT FOR PWR PROTECT UNIT	1	FIT WITH SW REG
101	400-5443	SW REGU FOR CHIHIRO	1	
103	838-13616	AUDIO POWER AMP 2CH	1	
107	280-A02048-PM	ROUTER TWIST D20 SO4.8 PAN LG	4	
108	601-6231-B095	EDGE TRIM NEW TYPE 0.91t	9,5	(1) BACK EDGE IN MIDDLE
109	EP1317	FERRITE CORE ROUND CABLE CLAMP	1	SW REGU OUTLET WIRES
110	280-A01248-PM	ROUTER TWIST D12 SO4.8 PAN MED	2	
111	280-A02000-A	ROUTER TWIST D20 ADH	1	
112	EP1364	FERRITE CORE ROUND CABLE CLAMP	1	SW REGU INLET WIRES
113	610-0674	POWER PROTECT UNIT FOR CHIHIRO	1	(2)
201	010-P00408	M4X8 S-TITE PAN PAS	4	(101)-4
202	010-P00308	M3X8 S-TITE PAN PAS	4	(103)-4
303	HDT-60013UK	WIRE HARN SW REGU + CONDENSER	1	
304	NOA-60014	WIRE HARN I/O BD PWR	1	
305	NOB-60202UK	WIRE HARN AUDIO POWER-IN	1	
306	600-7159-039	WIRE HARN JVS PWR 039CM	1	

9.15. CTH-4100UK ASSY MAIN BD



Item	Component Part	Description	Qty	Component Reference
1	CTH-4101UK	WOODEN BASE MAIN	1	
2	843-0001D-12	ASSY CASE BOX COM NAO DIMM EXP	1	
3	610-0617	GD-ROM DRIVE UNIT NAOMI	1	SHIP BOX WITH MACHINE
4	105-5435	GD DRIVE BRKT STD	1	
5	610-0652-0002	GD SOFT CTH	1	
6	253-5508-0353	KEY CHIP	1	
7	HDT-60100UK	WH POWER GD ROM	1	
101	838-13758	LOWPASS AMP CTA	1	
102	838-13759	RECT BD CTA	1	
103	LB1111	STICKER PLEASE RECYCLE	1	(2)-1
106	LB1101	STICKER WARNING BATTERY	1	(2)-1
107	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	5	
201	000-P00416-W	M4X16 MSCR PAN W/FS PAS	7	(2)-4, (4)-3
202	012-P00325	N4X1" S/TAP PAN PAS	8	(101)-4,(102)-4
203	012-P00410-F	N8X3/8" S/TAP FLG PAS	4	(3)-4
302	CTA-60101	WIRE HARN VOL AND SOUND	1	
303	CTA-60102	WIRE HARN WOOFER AND PWR	1	
304	CTA-60103UK	WIRE HARN AUDIO LP POWER IN	1	
307	600-7247-500	CABLE SCSI ST-L TYPE2 500MM	1	

9.16. CTA-4200UK ASSY XFMR



Item	Component Part	Description	Qty	Component Reference
1	CTA-4201UK	WOODEN BASE XFMR CTA	1	
3	838-11856CE-02	CONN BD W/FUSE 6.3A CE	1	
101	560-5422-01UK	XFMR CTA	1	
201	000-P00416-W	M4X16 MSCR PAN W/FS PAS	4	(101)-4
202	068-441616	M4 WSHR 16OD FLT PAS	4	(101)-4
203	012-P00325	N4X1" S/TAP PAN PAS	2	(3)-2

9.17. CTH-5000UK ASSY SEAT CTH

SEE SECTION 3.7.3

Item	Component Part	Description	Qty	Component Reference
1	CTA-5001UK	SEAT FRAME R	1	
2	CTA-5002UK	SEAT FRAME L	1	
3	CTA-5003UK	SEAT FRAME COVER R	1	
4	CTA-5004UK	SEAT FRAME COVER L	1	
5	CTA-5005UK	SEAT BENCH	1	
7	PK0238	CARTON BOX NAO U/R DRIVE SEAT	1	
8	CTH-5007UK	STICKER SEAT	1	(5)-1
101	OS1019	SELF SEAL BAG 9X12.3/4	1	
102	421-7988-91UK	STICKER SERIAL NUMBER UK	1	
201	030-000820-SB	M8X20 BLT W/S BLK	8	(1)-4,(2)-4,
202	068-852216-0B	M8 WSHR 22OD FLT BLK	8	(1)-4,(2)-4,
203	008-T00416-0C	M4X16 TMP PRF TH CRM	8	(3)-4,(4)-4
205	030-000616-0B	M6X16 BLT BLK	8	(5)-8
206	068-651616-0B	M6 WSHR 16OD FLT BLK	8	(5)-8

9.18. CTA-6001UK ASSY WIRE L

ASSEMBLY NOT SHOWN

Item	Component Part	Description	Qty	Component Reference
101	601-0460	CABLE TIE 100mm	10	
309	CTA-60002	WIRE HARN ACCEL BRAKE	1	
310	CTA-60003	WIRE HARN WOOFER EXT	1	
312	CTA-60004	WIRE HARN WOOFER VOL EXT	1	
313	NOB-6001UK	ASSY WIRE L	1	

9.19. NOB-6001UK ASSY WIRE L

ASSEMBLY NOT SHOWN

Item	Component Part	Description	Qty	Component Reference
101	601-0460	CABLE TIE 100mm	12	
102	280-N01610-0B	SLIT HARN WRAP 16mm DIA 1M BLK	0.4	
301	NOB-60043	WIRE HARN PWR I/O BD	1	
302	NOB-60044	WIRE HARN SOUND VOL	1	
303	NOB-60045	WIRE HARN SPEAKER L	1	
304	NOB-60046	WIRE HARN SPEAKER R	1	
305	600-7158-0100	CA AUDIO RCA TO RCA 2CH 100CM	1	
306	600-9075-45K	WIRE HARN EARTH 750mm M4/M5 U	1	SEE TEXT
307	600-9055-45K	WIRE HARN EARTH 550mm M4/M5 K	1	BASE TO LH FRAME (BOTTOM)
308	600-7141-250	CABLE JVS TYPE A-B 250CM	1	

9.20. CTA-6002UK ASSY WIRE R

ASSEMBLY NOT SHOWN

Item	Component Part	Description	Qty	Component Reference
101	601-0460	CABLE TIE 100mm	10	
301	CTA-60041UK	WIRE HARN AC EXT	1	
303	CTA-60001UK	WIRE HARN AC EXT BB	1	

9.21. CTH-INST

ASSEMBLY NOT SHOWN

Item	Component Part	Description	Qty	Component Reference
1	NOA-1301X	ASSY BILLBOARD	1	
2	CTH-1500UK	ASSY FLOOR	1	
3	CTA-0001	JOINT BRKT L	1	
4	CTA-0002	JOINT BRKT R	1	
8	CTH-0001UK	DISPLAY CARD	1	
9	NOA-1302UK	BILLBOARD SHEET	1	
14	CTH-0002UK	PLAY INSTR SH A MULTI	1	
16	CTH-0004UK	SUB INSTR SH MULTI	1	
18	420-5827	SERVICE MANUAL SANWA 31K	1	
19	SAECE-XXX	DECLARATION OF CONFORMITY	1	
101	514-5078-5000	FUSE 5X20 CERAMIC SB 5000mA	1	
201	030-000820-SB	M8X20 BLT W/S BLK	2	(3)-1,(4)-1
202	068-852216-0B	M8 WSHR 22OD FLT BLK	2	(3)-1,(4)-1
203	008-T00412-0C	M4X12 TMP PRF TH CRM	5	fixings for billboard
402	420-6758-01UK	SERVICE MANUAL CTH	1	
403	420-6620UK	SERVICE MANUAL GDROM	1	
406	OS1019	SELF SEAL BAG 9X12.3/4	1	
407	PK0325	INST KIT BOX CTH	1	
408	PK0061	BUBBLE WRAP LARGE 1.5M X 45M	0.025	
409	220-5484-H	VOL 5-K-OHM HAPP 50-8026-00	1	SPARE
411	540-0006-01	WRENCH M4 TMP PRF	1	
412	540-0007-01	WRENCH M5 TMP PRF	1	
413	540-0009-01	WRENCH M8 TMP PRF	1	
414	540-0015-01	WRENCH M6 TMP PRF	1	

10. APPENDIX A - ELECTRICAL SCHEMATIC

10.1. *WIRE COLOURS*

THE WIRE COLOUR CODE IS AS FOLLOWS:

A	PINK
B	SKY BLUE
C	BROWN
D	PURPLE
E	LIGHT GREEN

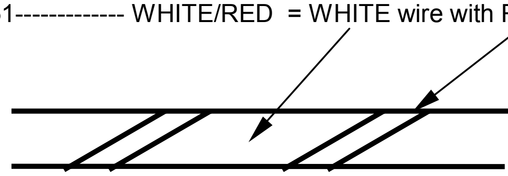
Wires other than those of any of the colours listed above will be displayed by 2 alphanumeric characters:

1	RED
2	BLUE
3	YELLOW
4	GREEN
5	WHITE
7	ORANGE
8	BLACK
9	GREY

If the right hand side numeral of the code is 0, then the wire will be of a single colour shown by the left hand side numeral (see the list above).

Note 1: If the right hand side alphanumeric is not 0, that particular wire has a spiral colour code. The left hand side character shows the base colour and the right hand side one, the spiral colour.

[Example] 51------------- WHITE/RED = WHITE wire with RED stripes



Note 2: The character following the wire colour code indicates the size of the wire.

K:	AWG18, UL1015
L:	AWG20, UL1007
None	AWG22, UL1007

10.2. *ELECTRICAL SCHEMATIC*

The following pages contain the electrical schematics for this machine.

SCHEMATIC 1 HERE

SCHEMATIC 2HERE

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